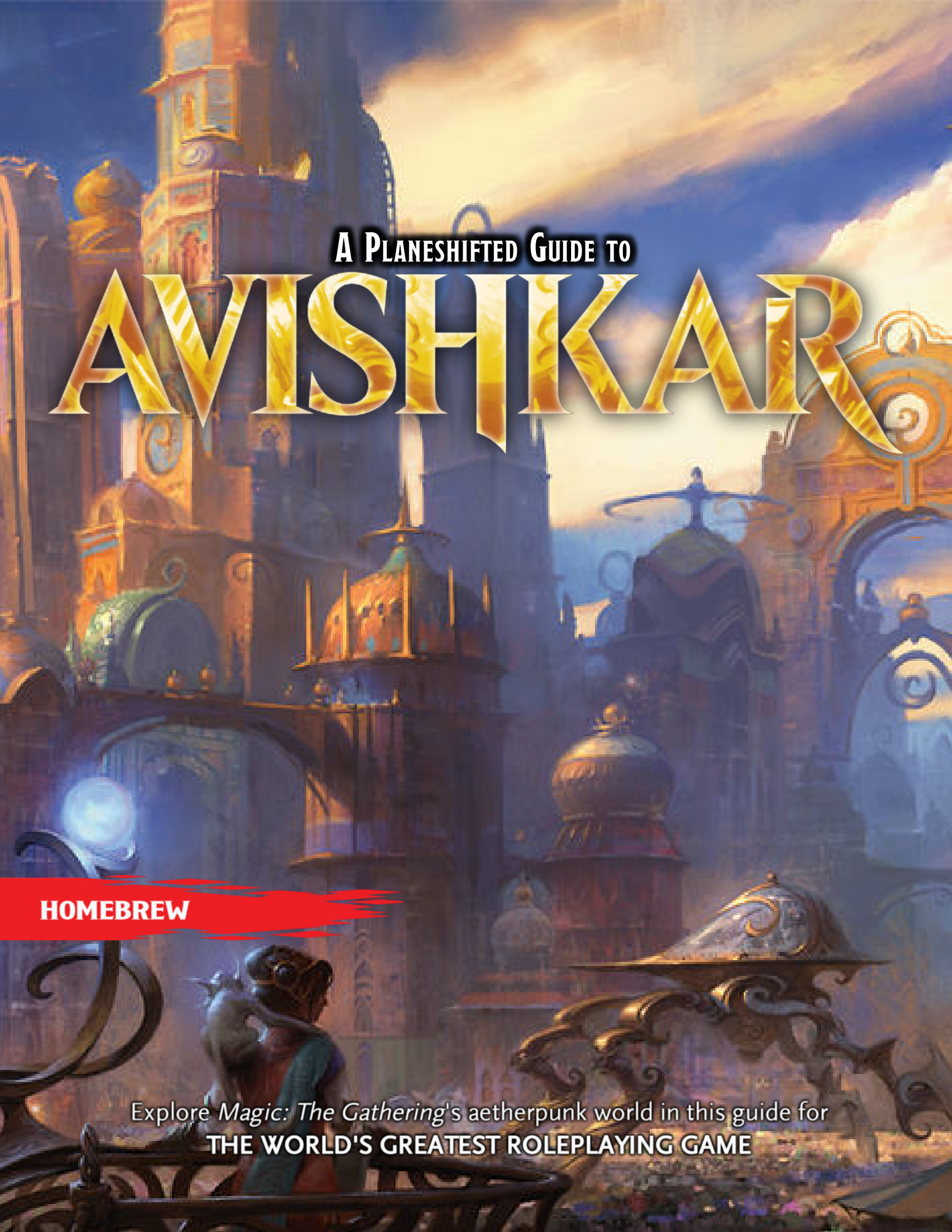




A PLANESHIFTED GUIDE TO AVISHIKAR

HOME BREW

Explore *Magic: The Gathering's* aetherpunk world in this guide for
THE WORLD'S GREATEST ROLEPLAYING GAME

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CHANGELOG

- Version 1.1
 - Placeholders updated
 - Minor grammatical fixes
- Version 1.0
 - Initial Release

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INTRODUCTION

A VISHKAR IS A PLANE FROM THE MULTIVERSE OF *MAGIC: THE GATHERING* that can serve as a D&D setting. It is inspired by Indian culture and has an aetherpunk aesthetic. Important aspects of Avishkar are described herein so that you can make it your own, expanding or altering it however you wish.

MAGIC: THE GATHERING

MAGIC: THE GATHERING is a collectible trading card game of fun-filled, strategic games to play with friends old and new. It is another product from *Wizards of the Coast*, the creators of *DUNGEONS & DRAGONS*, but exists in its own distinct multiverse. Each plane in *MAGIC* is a unique world with distinct themes, full of magic and wonder.

WHAT YOU NEED

These are the resources you need to use this book:

Players will need the *D&D Free Rules* or the *Player's Handbook* (2024).

DMs will need the *Dungeon Master's Guide* and *Monster Manual*. DM content is compatible with older books, but references material from the 2024 sourcebooks.

USING THIS BOOK

DMs can determine how much of this book they want to share with their players. Here's what you'll find in this book:

Chapter 1: Avishkar. The first chapter gives a brief overview of Avishkar as a setting where adventures can take place.

Chapter 2: Character Classes. This chapter provides an overview of the roles of classes on Avishkar, and offers three new subclasses to choose from.

Chapter 3: Character Origins. This chapter offers ten backgrounds and nine species options for Avishkari characters. It also provides information on Avishkar's languages.

Chapter 4: Feats. This chapter provides one new origin feat and five new general feats that characters can gain.

Chapter 5: Spells. This chapter contains descriptions of seventeen new spells that spellcasters can cast.

Appendix A: Cosmology. This chapter provides an overview of multiverse of *MAGIC: THE GATHERING* and the specifics of planar magic.

Appendix B: Magic Items. This chapter describes twenty-one new magic items that characters can find.

Appendix C: Monsters. This chapter presents stat blocks for fifteen new monsters unique to Avishkar.

CHAPTER 1

AVISHKAR

AVISHKAR IS A LIVING WORK OF ART—A VIBRANT, beautiful plane where anything is possible.

Optimism, innovation, and the spirit of creativity fuel an intoxicating renaissance of invention and artifice across Avishkar.

Clockwork automatons walk the streets, acting as servants and bodyguards, soldiers and sentries, mounts, and even pets. Soaring airships provide transport both within and between the cities and villages of the plane, and carry prospectors high into the sky to draw on limitless reserves of magical aether. Intricate and ornate whirling thopters flit over marketplaces, carrying messages, gathering information, and driving away gremlin infestations. Elegant interlocking gear mechanisms raise and lower bridges over canals. Exquisite tools gleam like jewelry, incorporated into the bright and colorful fashions of artisans, prospectors, and inventors alike. In all these fabulous constructions, intricate design and graceful beauty are prized almost as much as efficient function. The artifice that produces these works is viewed as the ultimate form of creative and intellectual expression—both stemming from and further feeding the inventive spirit of the plane.

IMPORTANT NAMES

A handful of important names are defined below.

Aether (pronounced EE-ther) is a raw form of magical energy that fills the space between planes. It seeps into Avishkar and has become a critical part of the environment and technology.

Avishkar (pronounced AH-vish-car) is the name of the plane.

Ghirapur (pronounced GEAR-ah-poor) is the name of plane's capital city.

HISTORY

Centuries ago, Avishkar was made up of eleven kingdoms, and inventors sought the patronage of these courts. When the kingdoms warred in a massive bloody conflict, the inventors used their influence to negotiate peace, and Ghirapur was founded on neutral ground. Eleven inventors—one of each kingdom—became the first Consulate.

After the discovery of aether, the plane went through an era known as the Inventors' Renaissance. The Consulate heavily regulated the use of aether, assigning its use among the citizens. They were opposed by Renegades, who believed that the Consulate was corrupt and constricted their freedoms.

THE PHYREXIAN INVASION

Phyrexians invaded many planes throughout the multiverse two years ago. Hamstrung by legislative, judicial, and municipal backlogs, the Consulate was not adequately prepared when Avishkar was invaded by New Phyrexia.

THE INDIGO REVOLUTION

Shortly after the Invasion, the Indigo Revolution—named after the indigo color associated with its revolutionaries—took place. Citing two major grievances, the Consulate's handling of the Phyrexian Invasion and the inequitable distribution of aether, the Consulate was removed from power in a nearly bloodless revolution. In its place, a new, democratic ruling body of representatives elected from the plane's eleven administrative districts, called the Avishkar Assembly or the People's Assembly, was installed. Changes to Avishkar's class system soon swept the plane, including fair pay now being instituted for the rich's many servants.

THE OMENPATH ERA

When the Omenpaths opened across the Multiverse, Ghirapur was blessed with a wealth of stable Omenpaths to various planes. The city was poised to become a center of Multiversal trade, travel, and industry. To that end, the Assembly began opening embassies on various planes to promote Avishkar's culture and commerce and to spread its influence. In this effort, Avishkar has come to recognize the plane of Ravnica as its chief rival.

LOCATIONS

As characters explore the lands of Avishkar, you can use the information in this section to inspire your own adventures and world details.





GHIRAPUR

Ghirapur, also called Indigo City, is the city of wonders, capital of Avishkar, and the seat of government. It was founded in the aftermath of the War of Eleven as a neutral ground between feuding principalities.

Ghirapur is a massive cogwork machine that comes alive with the power of aether. Enormous pipelines carry Aether to the whole city. Officially, every citizen of Ghirapur is said to have access to that substance. The city contains a multitude of varied and distinct neighborhoods. Ghirapur was founded on the spirit of invention, and today it is home to the democratic ruling body of representatives elected from the plane's eleven administrative districts, called the Avishkar Assembly or the People's Assembly. It strives to uphold the founders' principles of optimism, creative freedom, and hope, and do so better than the former ruling body of the Consulate.

GHIRAPUR LOCATIONS

Some of these descriptions of locations in Ghirapur can inspire your adventures in the city.

The Aetherflux Reservoir is the main aether storage facility.

It is the notable "water tower" structure that can be seen in many depictions of Ghirapur.

Bomat is the port district. It is located at the confluence of Avishkar's three major rivers.

Eleven Bridges is a bustling market district. It is aptly named for the eleven bridges that crisscross Canal Dukhara, signifying the eleven original nobles who cooperated to found Ghirapur.

Embraal is an industrial zone. Here, inventor gangs defend their turf with ingenious devices and blunt objects.

Freejam is a hub of aeronautical engineering and aviaries behind a dragon-shaped archway. It contains raised plazas, plentiful turrets, and rotating platforms.

Greenbelts are areas with elven architecture, incorporating natural plants into the urban construction.

Night Markets are illicit marketplaces with shifting locations. If you know who to ask, you can find what you're looking for at any time of the day. Gonti's Night Market is the only permanent and "sanctioned" night marker on Avishkar, located in the Bomat district on the far bank of the Suramal river.

PEEMA

The wild forest of Peema spans tens of thousands of acres in the plane of Avishkar. Peema is home to a population of Tirahar elves who are deeply connected to the flow of aether. Daily, aether streams dip from the aethersphere to wind through the flora and imbue the fauna. The plants and trees are more vibrant in Peema, and the creatures are stronger, faster, and livelier than their counterparts elsewhere on Avishkar.

OTHER LOCATIONS

Many of the other districts of Avishkar have not yet been explored in the MAGIC story. These descriptions can help inspire your adventures in the lands beyond Ghirapur.

Lathnu is a remote mining settlement in the far north perched high on the Devra Cliffs. It can only be reached via vertical rail track or a very long and strenuous climb. Lathnu's economy is based around mining and smelting the metals found in the mountains, which inventors throughout Avishkar depended on to build their wondrous devices.

Vahd is an expansive region in the plane of Avishkar that was once solely devoted to farming, but now has become the center of the aerowright industry. The wheat fields surrounding the villages of Panka, Cambi, and Maranjapur were cleared away to make room for runways, hangars, and workshops, and many farmers trained to become aerowrights and test pilots.

CHAPTER 2

CHARACTER CLASSES

WHEN YOU CREATE A CHARACTER FOR DUNGEONS & DRAGONS, you choose a class from the options presented in the *Free Rules* or *Player's Handbook*. Characters of any class can be found on Avishkar, though some are rarer than others. This chapter provides guidelines on playing certain classes in Avishkar, and presents three new subclass options.

The Artificer class is from *Unearthed Arcana — Eberron Updates*.

 **Artificers** are abundant on Avishkar, finding many jobs as artisans and engineers throughout Ghirapur. *Alchemists* might be found in Peema or in Ghirapur's greenbelts. The *Aeronaut* subclass is presented later in this chapter.

 **Barbarians** might be found in the outland regions, beyond even Peema and Lathnu, and are common among the Tirahar elves.

 **Bards** are mages who flourish in Ghirapur, a city rich with cultural traditions of music, dance, and storytelling.

 **Clerics** are exceedingly rare on Avishkar, as the plane has no gods or religion. Instead, a cleric's domain might represent the aether that flows through all living things.

 **Druids** practice a form of primal magic pioneered by the elves, who revere the Great Conduit and cycles of aether.

 **Fighters** fill all the usual roles on Avishkar, as soldiers, bandits, and city guardsmen.

 **Monks** are rare on Avishkar, and likely represent monastic orders found in the remote regions of the plane.

 **Paladins** are warriors of Avishkar who swear an *Oath* and draw magic power from their devotion to it.

 **Rangers** are members of various conclaves first founded by Avishkar's elves, and draw magic from the aether that flows in nature.

 **Rogues** are common in the streets of Ghirapur, engaging in smuggling, thievery, black market trading, and other unsavory lines of work.

 **Sorcerers** of *Celestial Sorcery* might draw magic from angels, *Draconic Sorcery* from cat-dragons and *Clockwork Sorcery* from aether itself. *Aberrant Sorcery* might be drawn from beings from another plane. The *Flame Sorcery* subclass is presented later in this chapter.

 **Warlocks** with an *Archfey Patron* might have a pact with a powerful druid. A *Celestial Patron* could be one of Avishkar's angels, while a *Fiend Patron* represents a demon. A *Great Old One Patron* would be a being from another plane.

 **Wizards** are common mages on Avishkar, studying the mysteries of the arcane science. The *Conjurer* subclass is presented later in this chapter.

ARTIFICER SUBCLASS

At level 3, an Artificer gains a choice of Artificer subclass. This section presents the Aeronaut subclass.

AERONAUT

Take to the Skies

Aeronauts are artificers who create ornithopters—magic devices that enable them to fly. An ornithopter might be a series of powerful fans, aether-powered jets, or mechanical wings.

LEVEL 3: TOOLS OF THE TRADE

You gain proficiency with Smith's Tools. If you already have this proficiency, you gain proficiency with one other type of Artisan's Tools of your choice.

LEVEL 3: AERONAUT SPELLS

When you reach an Artificer level specified in the Aeronaut Spells table, you thereafter always have the listed spells prepared.

AERONAUT SPELLS

Artificer Level Spells

3	<i>Feather Fall, Thunderwave</i>
5	<i>Gust of Wind, Shatter</i>
9	<i>Fly, Wind Wall</i>
13	<i>Dimension Door, Freedom of Movement</i>
17	<i>Steel Wind Strike, Regal Presence</i>

LEVEL 3: ORNITHOPTER

As a Magic action while you have Smith's Tools in hand, you can turn a suit of armor you are wearing into an Ornithopter. The armor continues to be an Ornithopter until you don another suit of armor or you die.

You gain the following benefits while you wear your Ornithopter:

Flight. You have a Fly Speed equal to your Speed.

Quick Don and Doff. You can don or doff the armor as a Utilize action.

Spellcasting Focus. You can use the Ornithopter as a Spellcasting Focus for your Artificer spells.

LEVEL 5: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

LEVEL 9: EVASION

When you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail, provided you don't have the Incapacitated condition.

LEVEL 15: EXPERT AVIATOR

You gain additional benefits while you wear your Ornithopter:

Flyby. You don't provoke Opportunity Attacks when you fly out of an enemy's reach.

Nimble Action. You can take the Dash action as a Bonus Action.



DAN SCOTT

SORCERER SUBCLASS

At level 3, a Sorcerer gains a choice of Sorcerer subclass. This section presents the Flame Sorcery subclass, an update for the Pyromancy subclass from *Plane Shift: Kaladesh*.

FLAME SORCERY

Let It Burn

Your innate magic manifests in fire. You are your fire, and your fire is you.

LEVEL 3: FLAME SPELLS

When you reach a Sorcerer level specified in the Flame Spells table, you thereafter always have the listed spells prepared.

FLAME SPELLS

Sorcerer Level	Spells
3	<i>Burning Hands, Heat Metal, Hellish Rebuke, Scorching Ray</i>
5	<i>Elemental Weapon, Fireball</i>
7	<i>Fire Shield, Wall of Fire</i>
9	<i>Conjure Elemental, Flame Strike</i>

LEVEL 3: IGNITE

As a Bonus action, one flammable object you touch starts burning. If the object is being worn or carried by a creature, the creature can make a Dexterity saving throw against your spell save DC, and if it succeeds, the object isn't affected.

LEVEL 6: BLOODFIRE

You have Resistance to Fire damage, and spells you cast ignore Resistance to Fire damage.

LEVEL 14: MANTLE OF FLAME

While your Innate Sorcery is active, you have the following benefits.

Illumination. You shed Bright Light in a 30-foot radius and Dim Light for an additional 30 feet.

Heated Body. A creature that hits you with a melee attack or starts its turn in a grapple with you takes Fire damage equal to your Charisma modifier (minimum of 0 damage). This benefit ignores Resistance to Fire damage.

Intense Heat. Whenever you cast a spell that deals Fire damage, you gain a bonus to the damage roll equal to your Charisma modifier.

LEVEL 18: FIERY SOUL

You have Immunity to Fire damage and Resistance to Cold damage, and spells you cast treat Immunity to Fire damage as Resistance to Fire damage (this Resistance isn't ignored by your Bloodfire trait).

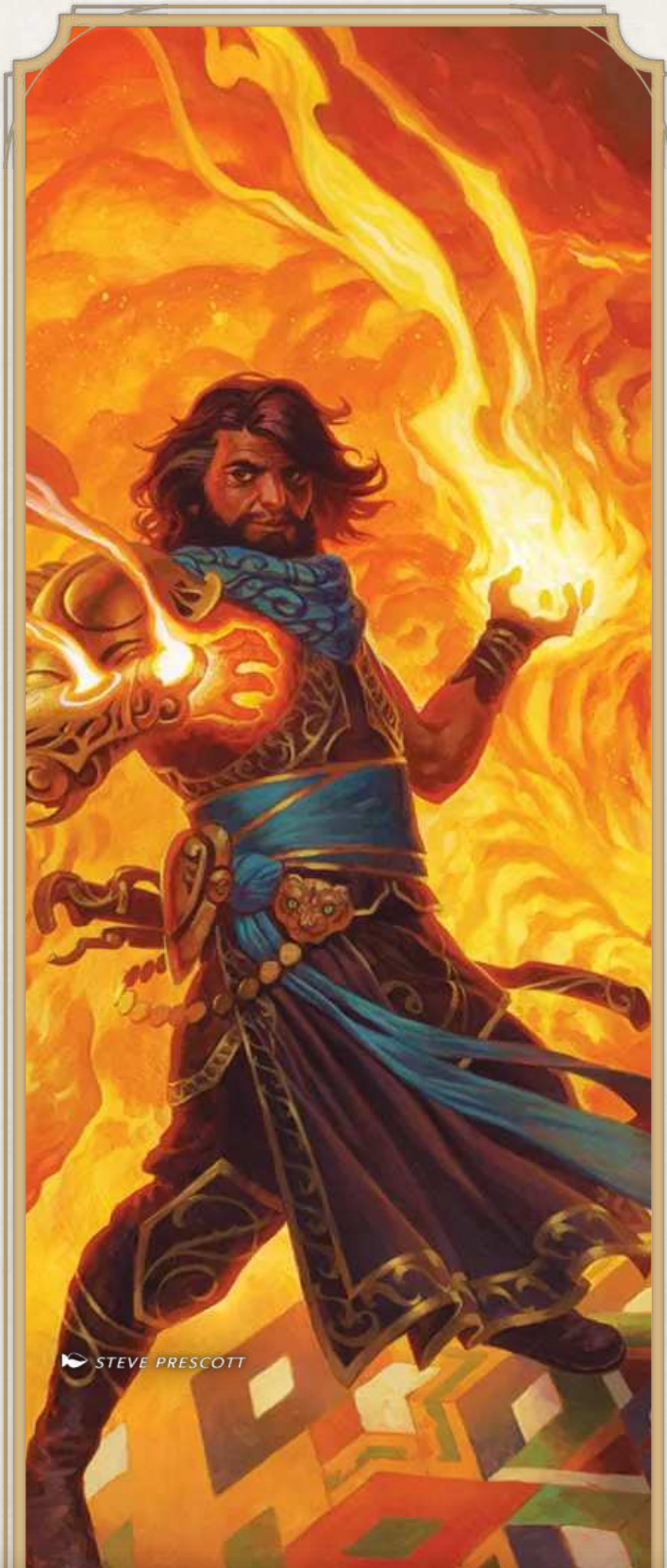
METAMAGIC OPTION

The following option is available to your Metamagic feature.

FLAMING SPELL

Cost: 1 Sorcery Point

When you cast a spell that deals damage, you can spend 1 Sorcery Point to change the spell's damage type to Fire. A creature or flammable object that takes this Fire damage starts burning.



WIZARD SUBCLASS

At level 3, a Sorcerer gains a choice of Sorcerer subclass. This section presents the Conjurer subclass, an update for the School of Conjuration subclass from the *Player's Handbook* (2014).

CONJURER

Summon Aid from Places Beyond

You favor spells that produce objects and creatures out of thin air. You can conjure billowing clouds of killing fog or summon creatures from elsewhere to fight on your behalf. As your mastery grows, you learn spells of transportation and can teleport yourself across vast distances, even to other planes of existence, in an instant.

LEVEL 3: CONJURATION SAVANT

Choose two Wizard spells from the Conjuration school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Conjuration school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

LEVEL 3: MINOR CONJURATION

As a Magic action, you can conjure an object on the ground in an unoccupied space you see within 5 feet of yourself. The object must be no larger than a 5-foot Cube, and the object must be of a form and material that you have seen. It can be worth up to 1,000 GP in value. The object sheds Dim Light in a 5-foot radius.

The object disappears after 1 hour. It disappears early when it takes or deals damage or when you use this feature again.

LEVEL 6: BENIGN TRANSPORTATION

As a Magic action, you can teleport up to 30 feet to an unoccupied space that you can see. Alternatively, you can teleport to the space of a willing Medium or smaller creature you can see within 30 feet, and that creature is teleported to the space you left.

Once you use this feature, you can't do so again until you finish a Long Rest or you cast a level 1+ Conjuration spell.

LEVEL 10: FOCUSED CONJURATION

You automatically succeed on Constitution saving throws you make to maintain Concentration on a Conjuration spell.

LEVEL 14: DURABLE SUMMONS

When you cast a Conjuration spell and summon or create a creature, the creature appears with 30 Temporary Hit Points.



MAGALI VILLENEUVE

CHAPTER 3

CHARACTER ORIGINS

DETERMINING YOUR CHARACTER'S ORIGIN involves choosing a background, a species, and two languages. When making those choices for a character from Avishkar, you choose from the options presented in this chapter instead of those in the *Free Rules* or *Player's Handbook*.

CHOOSE A BACKGROUND

When you choose your character's background, you can choose any of the backgrounds detailed in this chapter. Your DM might offer additional backgrounds as options.

CHOOSE A SPECIES

When you choose a species for your character, you can choose any of the species presented in this chapter.

CHOOSE LANGUAGES

Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Avishkar Languages table. Every player character knows Common, which originated in Ghirapur, the plane's capital. The other standard languages originated with the first members of Avishkar's other species.

STANDARD AVISHKAR LANGUAGES

1d10	Language	Origin
—	Common	Ghirapur
1	Common Sign Language	Ghirapur
2	Chordatan	Chordatans
3–4	Dwarvish	Dwarves
5–6	Elvish	Elves
7	Jalpari	Jalpari
8	Loxodon	Loxodons
9–10	Vedalken	Vedalken

The Rare Avishkar Languages table lists languages that are either secret or derived from other planes of existence and thus less widespread. Some features let a character learn a rare language.

RARE AVISHKAR LANGUAGES

Language	Origin
Celestial	Angels
Demonic	Demons
Druidic	Tirahar Elves
Draconic	Dragons
Giant	Giants
Thieves' Cant	Criminals

BACKGROUND DESCRIPTIONS

Ten backgrounds are presented in this section in alphabetical order; see the *Free Rules* or *Player's Handbook* for how to read a background:

Artisan	Hermit
City Guard	Merchant
Criminal	Politician
Entertainer	Scholar
Farmer	Trailblazer





JONAS DE RO

ARTISAN

Ability Scores: Constitution, Dexterity, Intelligence

Feat: Artificer Initiate (see chapter 4)

Skill Proficiencies: Investigation and Sleight of Hand

Tool Proficiency: Choose one kind of Artisan's Tools

Equipment: Choose A or B: (A) Artisan's Tools (same as above), 2 Pouches, Fine Clothes, 10 GP; or (B) 50 GP

Creation and art are paramount pursuits on Avishkar, and you began tinkering and learning a craft from an early age. When you were old enough to apprentice, you learned to create basic crafts of your own, developing a keen eye for detail and the fine precision to craft quality product.



LEON TUKKER

CITY GUARD

Ability Scores: Strength, Dexterity, Wisdom

Feat: Savage Attacker

Skill Proficiencies: Athletics and Perception

Tool Proficiency: Choose one kind of Gaming Set

Equipment: Choose A or B: (A) Spear, Light Crossbow, 20 Bolts, Gaming Set (same as above), Hooded Lantern, Signal Whistle, Manacles, Traveler's Clothes, 12 GP; or (B) 50 GP

You were trained to keep watch in Ghirapur. Cutpurses and troublemakers plague the city, along with illegal trade in night markets and mischievous gremlins. You were also trained to watch the outskirts for the many dangers that lurk beyond the city, including dragons and giants. You have spent years keeping the city safe from threats within and without.



DAVID ALVAREZ

CRIMINAL

Ability Scores: Dexterity, Constitution, Intelligence

Feat: Alert

Skill Proficiencies: Deception and Stealth

Tool Proficiency: Thieves' Tools

Equipment: Choose A or B: (A) 2 Daggers, Thieves' Tools, Crowbar, 2 Pouches, Traveler's Clothes, 16 GP; or (B) 50 GP

You eked out a living on the streets of Ghirapur, cutting purses or burgling shops. Perhaps you were employed by one of the city's Night Markets, "acquiring" rare valuables to sell. Or maybe you were a lone wolf, fending for yourself against criminal gangs and more fearsome lawbreakers.



LEON TUKKER

ENTERTAINER

Ability Scores: Strength, Dexterity, Charisma

Feat: Skilled

Skill Proficiencies: Acrobatics and Performance

Tool Proficiency: Choose one kind of Musical Instrument

Equipment: Choose A or B: (A) Musical Instrument (same as above), Costumes, Mirror, Perfume, Traveler's Clothes, 16 GP; or (B) 50 GP

Avishkar has a long cultural history of music, dance, and storytelling. You spent much of your youth engaging in festivals and traveling with roving musicians and performers. To this day, you thrive on applause and long for the stage.



FARMER

Ability Scores: Strength, Constitution, Wisdom

Feat: Artificer Initiate (see chapter 4)

Skill Proficiencies: Animal Handling and Nature

Tool Proficiency: Tinker's Tools

Equipment: Choose A or B: (A) Sickle, Tinker's Tools, Healer's Kit, Shovel, 2 GP; or (B) 50 GP

Farming technology is very advanced on Avishkar. Though you spent much time close to the land and working with animals, you also developed a keen knack for fixing and improving the machinery that makes farming possible, including cultivators, irrigation systems, and harvesters.



HERMIT

Ability Scores: Constitution, Wisdom, Charisma

Feat: Magic Initiate (Druid)

Skill Proficiencies: Medicine and Nature

Tool Proficiency: Herbalism Kit

Equipment: Choose A or B: (A) Quarterstaff, Herbalism Kit, Bedroll, Hooded Lantern, Oil (3 flasks), Traveler's Clothes, 36 GP; or (B) 50 GP

You spent your early years secluded in a hut or encampment located well beyond the outskirts of the nearest settlement. Perhaps you lived among a druid circle, or the reclusive Tirahar elves. The solitude allowed you to spend many hours pondering the mysteries of aether and the natural world.



MERCHANT

Ability Scores: Constitution, Intelligence, Charisma

Feat: Skilled

Skill Proficiencies: Insight and Persuasion

Tool Proficiency: Navigator's Tools

Equipment: Choose A or B: (A) Navigator's Tools, 2 Pouches, Traveler's Clothes, 22 GP; or (B) 50 GP

You were apprenticed to a trader in the heart of Ghirapur's markets, learning the fundamentals of commerce. You traveled broadly, and you earned a living by buying and selling the raw materials artificers need to practice their craft, including fine filigree metals and extracted aether.



POLITICIAN

Ability Scores: Intelligence, Wisdom, Charisma

Feat: Skilled

Skill Proficiencies: History and Persuasion

Tool Proficiency: Choose one kind of Gaming Set

Equipment: Choose A or B: (A) Gaming Set (same as above), Fine Clothes, Perfume, 29 GP; or (B) 50 GP

You took an interest in politics from an early age—perhaps you were inspired by local leaders, or are determined to make a change in your community. You pursued higher education and devoted yourself to learning Avishkar's history and people.



JONAS DE RO

SCHOLAR

Ability Scores: Constitution, Intelligence, Wisdom

Feat: Magic Initiate (Wizard)

Skill Proficiencies: Arcana and History

Tool Proficiency: Calligrapher's Supplies

Equipment: Choose A or B: (A) Calligrapher's Supplies, Book (history), Parchment (8 sheets), Robe, 8 GP; or (B) 50 GP

You spent your formative years traveling between laboratories and universities, performing various odd jobs and services in exchange for access to their libraries. You whiled away many a long evening studying books and scrolls, learning the lore of the multiverse—even the rudiments of magic—and your mind yearns for more.



ADAM PAQUETTE

TRAILBLAZER

Ability Scores: Dexterity, Constitution, Wisdom

Feat: Alert

Skill Proficiencies: Stealth and Survival

Tool Proficiency: Cartographer's Tools

Equipment: Choose A or B: (A) Shortbow, 20 Arrows, Cartographer's Tools, Bedroll, Quiver, Tent, Traveler's Clothes, 3 GP; or (B) 50 GP

You came of age outdoors, far from settled lands. Your home was anywhere you chose to spread your bedroll. There are wonders in the wilderness—strange monsters, pristine forests and streams, overgrown ruins of great halls once trod by giants—and you learned to fend for yourself as you explored them. From time to time, you worked as a guide for those traveling to Ghirapur from distant lands.



SPECIES DESCRIPTIONS

Nine species are presented in this section in alphabetical order; see the *Free Rules* or *Player's Handbook* for how to read a species:

Aetherborn	Dwarf	Jalpari
Automaton	Elf	Loxodon
Chordatan	Human	Vedalken

AETHERBORN

Aetherborn come into being spontaneously as part of the aether refinement process. Their bodies and minds are apparently formed out of some interaction between the volatile elements of aether that are removed during refinement and the psychic impressions created by the people involved in the process. But each aetherborn is a unique individual, not a mere copy of some other person's mind and shape. Given just a few short years—or sometimes only a few months—to live, each aetherborn views time as exceedingly precious. And though aetherborn differ in their drives and pleasures, nearly all of them share this desire to squeeze the most out of the brief time they are given.

AETHERBORN TRAITS

Creature Type: Humanoid

Size: Medium (about 5–6 feet tall)

Speed: 30 feet

As an Aetherborn, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Menacing Appearance. You have proficiency in the Intimidation skill.

Necrotic Resistance. You have Resistance to Necrotic damage.

Sixth Sense. As a Magic action, you can force a creature within 5 feet of you to make a Charisma saving throw (DC 8 plus your Charisma modifier and Proficiency Bonus). Celestials, Fiends, and Undead automatically fail this save. On a failed save, you learn the target's emotions and alignment.

Sleepless. You don't need to sleep, and magic can't put you to sleep. You can retain consciousness during a Long Rest.

Unusual Nature. You don't gain levels of Exhaustion from forgoing food or drink.



AUTOMATON

Most automatons are simply machines, mindless constructs that follow orders and programming. But on occasion, an automaton awakens in a process similar to the creation of aetherborn, and finds it has a will of its own. Driven by curiosity and a sense of discovery, such automatons are free to make a name for themselves on Avishkar, and are welcomed as members of society. They are unique in their inorganic nature, allowing them many abilities that lie beyond the scope of huamnoids.

AUTOMATON TRAITS

Creature Type: Construct

Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 feet

As an Automaton, you have these special traits.

Integration. Choose one of the following benefits—an integration into your constructed form:

Armor. While you aren't wearing armor, your base Armor Class equals 13 plus your Dexterity modifier.

Weapon. You have blades (Slashing), spikes (Piercing), or heavy fists (Bludgeoning). When you use your Unarmed Strike to deal damage with that integration, it deals 1d6 plus your Strength modifier damage of the type in parentheses instead of dealing the normal damage for your Unarmed Strike.

Poison Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Sleepless. You don't need to sleep, and magic can't put you to sleep. You can retain consciousness during a Long Rest.

Unusual Nature. You don't gain levels of Exhaustion from suffocation or from forgoing food or drink.



CHORDATAN

Chordatans are humanoid sharks now endemic to Avishkar's coastal regions, having arrived via an instanced Omenpath to find themselves immediately atop the food chain. Perhaps a consequence of fate, or the outcome of some unknown multiversal mechanism, chordatans have a strong affinity for aether, so arriving on Avishkar has catapulted them to the apex of their potential. They describe their perception of aether as a call to adventure, power, speed, and glory. An invigorating substance, aether in all its forms is important in chordatan rituals, and liquid aether is used as fuel in their vehicles.

CHORDATAN TRAITS

Creature Type: Humanoid

Size: Medium (about 4-7 feet tall)

Speed: 30 feet

As a Chordatan, you have these special traits.

Amphibious. You can breathe air and water.

Bite. You have sharp teeth. When you use your Unarmed Strike to deal damage with them, it deals 1d6 plus your Strength modifier Piercing damage instead of dealing the normal damage for your Unarmed Strike.

Blindsight. You have Blindsight with a range of 10 feet.

Frenzy. When you make an attack against a Bloodied creature as part of the Attack action on your turn, you can give yourself Advantage on the attack roll.

You can use this trait a number of times equal to your Proficiency Bonus, regaining all expended uses when you finish a Long Rest, and you can use it only once per turn.

Swimming. You have a Swim Speed equal to your Speed.



DWARF

The dwarves of Avishkar have a long history of art and craftsmanship. To most dwarves, the highest mark of beauty is quality. Nothing is more exquisite than a machine that endures—one that functions perfectly, with a minimum of maintenance, despite the passage of years.

Dwarven culture takes pride in work ethic, and abhors any attitude or behavior that would undermine the quality of their work. Although a dwarf craftsman's work might take longer to complete, its quality makes the time worthwhile.

Among the folk of other species, dwarves have a reputation for being utterly fearless. This is largely because their work often finds them scaling tall buildings or hanging from the undersides of airships. Far from being reckless, though, dwarves enter any potentially dangerous situation with firm safeguards in place, thoroughly prepared to avoid any accident.

Squat and often bearded, dwarves are similar in appearance to their counterparts on other planes.

DWARF TRAITS

Creature Type: Humanoid

Size: Medium (about 4–5 feet tall)

Speed: 30 feet

As a Dwarf, you have these special traits.

Artisan's Expertise. You gain proficiency with one kind of Artisan's Tools of your choice.

In addition, whenever you make an ability check that uses a tool with which you have proficiency, your Proficiency Bonus is doubled for that check unless the bonus is doubled by another feature.

Brave. You have Advantage on saving throws you make to avoid or end the Frightened condition.

Darkvision. You have Darkvision with a range of 120 feet.

Poison Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Toughness. Your Hit Point maximum increases by 1, and it increases by 1 again whenever you gain a level.



ELF

The elves of Avishkar are uniquely in tune with the flow of aether throughout the plane, both seen and unseen, and with the subtle ways it suffuses and influences all life. They call this flow the Great Conduit, and they believe that the only way to truly grasp it is to be a part of it, simultaneously shaping it and being shaped in return. Thanks to this sensitivity, elves feel a deep connection to other living things. They engage deeply with the world around them, delighting in natural systems and social interactions alike.

Elves are physically similar to their counterparts on other planes. They are divided into three distinct cultures:

Bishtahar. These elves live in isolated forest and countryside communities. They use Avishkar's ubiquitous technology to foster the growth of plants and animals. They own many farms and trade with the inhabitants of urbanized areas.

Tirahar. These are rare elves who forsake technology entirely, living among the primal forces nature in deep forests and the uncharted regions of Avishkar.

Vahadar. These elves are comfortable with technology's role in the Great Conduit. They are generally integrated into the rest of society on Avishkar, living in cities and engaging in trade.

ELVEN CULTURE

Culture	Level 1	Level 3	Level 5
Bishtahar	Your Speed increases to 35 feet. You also know the <i>Druidcraft</i> cantrip.	<i>Entangle</i>	<i>Spike Growth</i>
Tirahar	Your Darkvision increases to 120 ft. You can also take the Hide action even when you are only Lightly Obscured.	<i>Longstrider</i>	<i>Pass Without Trace</i>
Vahadar	You know the <i>Prestidigitation</i> cantrip. Whenever you finish a Long Rest, you can replace that cantrip with a different cantrip from the Wizard spell list.	<i>Detect Magic</i>	<i>Misty Step</i>

ELF TRAITS

- Creature Type:** Humanoid
Size: Medium (about 5–6 feet tall)
Speed: 30 feet

As an Elf, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Elven Culture. You descend from a culture that grants you magical abilities. Choose a culture from the Elven Cultures table. You gain the level 1 benefit of that culture.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the nation).

Fey Ancestry. You have Advantage on saving throws you make to avoid or end the Charmed condition.

Keen Senses. You have proficiency in the Insight, Perception, or Survival skill.

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.



HUMAN

The humans of Avishkar are a race full of passionate aspiration. At their best, humans attempt grand and expansive endeavors, driven to strive after the loftiest and most impossible goals. At their worst, humans are superficial, impractical dreamers who are blind to the consequences of their misguided actions. However, there can be no denying that the best and the worst of humankind—along with the vast swath of humanity in between—have been instrumental in shaping the history of Avishkar, and continue to shape the destiny of the plane. Their curiosity, their ambition, their apparently boundless energy, and the scope of their vision are powerful forces that drive invention forward.

Humans on Avishkar are physically similar to their counterparts on other planes.

HUMAN TRAITS

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 ft.

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice.

Versatile. You gain an Origin feat of your choice. Skilled is recommended.



JALPARI

The jalpari are amphibious humanoids with head tentacles, fins, and skin tones that range from blue to purple. They are native to Avishkar's ocean depths, where they have cities and societies that have never interacted with the surface.

The Phyrexian Invasion made enough commotion to rouse the jalpari, finally sending scouts to the surface. Since then, they have fully integrated with Ghirapur's society.

JALPARI TRAITS

Creature Type: Humanoid

Size: Medium (about 4–6 feet tall)

Speed: 30 feet

As a Jalpari, you have these special traits.

Amphibious. You can breathe air and water.

Cold Resistance. You have Resistance to Cold damage.

Darkvision. You have Darkvision with a range of 60 feet.

Speak with Aquatic Beasts. You can communicate simple concepts to Beasts that have a Swim Speed. You can use any of the Influence action's skill options with such a Beast, but can't comprehend it in return.

Swimming. You have a Swim Speed equal to your Speed.

Wavebender. You know the *Elementalism* cantrip. When you reach higher character levels, you learn *Create or Destroy Water* (level 3) and *Water Walk* (level 5). You always have those spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).



LOXODON

Loxodons are humanoids with appearances similar to elephants. They have flexible trunks, tusks, and leathery skin.

Little is known about loxodon culture on Avishkar, and their cities lie well beyond Ghirapur. Many Loxodon came to Ghirapur after the Phyrexian Invasion and the fall of the consulate, and have since integrated into Ghirapur's society.

LOXODON TRAITS

Creature Type: Humanoid

Size: Medium (about 7–8 feet tall)

Speed: 30 feet

As a Loxodon, you have these special traits.

Keen Senses. You have proficiency in the Insight, Perception, or Survival skill.

Natural Armor. While you aren't wearing armor, your base Armor Class equals 13 plus your Dexterity modifier.

Powerful Build. You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

Serenity. You have Advantage on saving throws you make to avoid or end the Charmed or Frightened condition.

Trunk. You have a trunk that you can use to take the Utilize action, make an Unarmed Strike, grapple a creature, or wield a weapon that has the Light property.



VEDALKEN

Vedalken are tall, lithe humanoids with blue skin, long skulls, and six fingers on each hand. Alongside elves, dwarves, and humans, vedalken make up the oldest native species known on Avishkar, and have a long history of ingenious invention and passionate artistry.

Culturally, vedalken value imperfection—every imperfection is a chance for improvement, and progress is an endless march toward a state of perfection that can never actually be reached. Thus, pointing out imperfection is hardly an insult. Emotional vulnerability is not something that is valued or fostered in traditional vedalken values, and instead emphasis is placed on work and study.

VEDALKEN TRAITS

Creature Type: Humanoid

Size: Medium (about 6–7 feet tall)

Speed: 30 feet

As a Vedalken, you have these special traits.

Aether Lore. You know the *Mending* cantrip. You also always have the *Identify* spell prepared. You can cast it without a spell slot a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest. You can also use any spell slots you have to cast the spell.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

Tireless Precision. You gain proficiency in one of the following skills of your choice: Arcana, History, Investigation, Medicine, Performance, or Sleight of Hand. You have Expertise in that skill.

Vedalken Cunning. You have Advantage on Intelligence, Wisdom, and Charisma saving throws.

CHAPTER 4

FEATS

THIS SECTION OFFERS A COLLECTION OF FEATS, which are special features not tied to a character class. If you're instructed to choose a feat, you can choose from the options presented in this section.

FEAT DESCRIPTIONS

The feats in this section are presented in alphabetical order. See the *Free Rules* or *Player's Handbook* for how to read a feat's description.

ARTIFICER INITIATE

Origin Feat

You gain the following benefits.

Cantrip. You learn one cantrips of your choice from the Artificer spell list. Intelligence is your spellcasting ability for this feat's spells (choose when you select this feat).

Level 1 Spell. Choose a level 1 spell from the Artificer spell list. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

Tools of Magic. You gain proficiency with one type of Artisan's Tools of your choice. You can use the chosen tool as a Spellcasting Focus for the spell you cast with this feat.

GIFT OF THE AETHERBORN

General Feat (Prerequisite: Level 4+, Aetherborn Species)

You gain the following benefits.

Ability Score Increase. Increase your Constitution score by 1, to a maximum of 20.

Drain Life. When you hit with your Unarmed Strike and deal damage, you can deal Necrotic damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike. You gain Temporary Hit Points equal to the amount of Necrotic damage dealt.

MASON

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Intelligence score by 1, to a maximum of 20.

Mason's Tools. You gain proficiency with Mason's Tools if you don't already have it.

Siege Weapons. Attacks you make with weapons or Unarmed Strikes deal double damage to objects and structures.

Construct Wall. With 1 hour of work using Mason's Tools and expending 50 GP worth of materials, you can build a wall of stone up to 30 feet long, 5 feet high, and 5 feet thick.





QUICKSMITH

General Feat (Prerequisites: Level 4+, Intelligence 13+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity or Intelligence score by 1, to a maximum of 20.

Tinker's Tools. You gain proficiency with Tinker's Tools if you don't already have it.

Ritual Spells. Choose a number of level 1 spells equal to your Proficiency Bonus that have the Ritual tag. You always have those spells prepared, and you can cast them as Rituals or with any spell slots you have. Intelligence is your spellcasting ability for these spells. Whenever your Proficiency Bonus increases thereafter, you can add an additional level 1 spell with the Ritual tag to the spells always prepared with this feat.

Innovation. You learn the *Prestidigitation* cantrip. In addition, you can spend 10 minutes casting *Prestidigitation* to create a Tiny clockwork device (AC 5; HP 1; Immunity to Psychic and Poison damage), such as a toy, fire starter, or music box. When you create the device, you determine its function by choosing one effect from *Prestidigitation*; the device produces that effect whenever you or another creature takes a Bonus Action to activate it with a touch. If the chosen effect has options within it, you choose one of those options for the device when you create it. For example, if you choose the spell's "Fire Play" effect, you determine whether the device lights or snuffs out; the device doesn't do both.

You can have three such devices in existence at a time, and each falls apart 8 hours after its creation or when you dismantle it with a touch as a Utilize action.

SERVO CRAFTING

General Feat (Prerequisites: Level 4+, Intelligence 13+)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Find Servo. You always have the *Find Familiar* spell prepared and can cast it as a Ritual. You can also cast the spell using any spell slots you have. The spells' spellcasting ability is the ability increased by this feat. When you cast the spell in this way, your familiar has the special form of a **Servo** (see appendix C for the creature's stat block).

Wireless Communication. You can communicate telepathically with your servo familiar and perceive through its senses as long as you are on the same plane of existence. You can also speak through your servo in your own voice.

Servo Chain. When you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its Reaction.

TRAPPER

General Feat (Prerequisite: Level 4+)

You gain the following benefits:

Ability Score Increase. Increase your Dexterity or Intelligence score by 1, to a maximum of 20.

Thieves' Tools. You gain proficiency with Thieves' Tools if you don't already have it.

Expert Traps. When you take a Utilize action to use Ball Bearings or Caltrops, or to set a Hunting Trap, you can replace the DC to avoid or end the item's effect. The new DC is 8 plus the modifier of the ability increased by this feat and your Proficiency Bonus.

Craft Trap. When you finish a Long Rest, you can craft Ball Bearings, Caltrops, or a Hunting Trap, provided you have Thieves' Tools on hand. The item lasts until you finish another Long Rest, at which point the item falls apart.

CHAPTER 5

SPELLS

MAGIC FUNCTIONS ON AVISHKAR AS IT DOES IN most other D&D settings. This chapter provides descriptions of unique spells. See the *Free Rules* or *Player's Handbook* for rules on casting spells and how to read a spell description.

SPELL DESCRIPTIONS

The spells are presented in alphabetical order. If a spell in this chapter has the same name as a spell from another book, use the version of the spell presented in this chapter.

Some spells appear on the Artificer spell list. The Artificer class is from *Unearthed Arcana — The Artificer*.

BUILT TO LAST

Level 2 Transmutation (Artificer, Wizard)

Casting Time: Action

Range: Touch

Components: S, M (a brass figurine)

Duration: Concentration, up to 1 hour

One object you touch has Immunity to damage for the duration. The object must be no larger than Medium (contained within a 5-foot Cube).

Using a Higher-Level Spell Slot. You can target a larger object with a spell slot of level 4 (Large, 10-foot Cube), 6 (Huge, 15-foot Cube), or 8 (Gargantuan, 20-foot Cube).

COMMUNE WITH CITY

Level 5 Divination (Artificer, Ranger, Wizard)

Casting Time: Action or Ritual

Range: Self

Components: V, S

Duration: Instantaneous

You briefly become one with the city and gain knowledge of the surrounding area. In the outdoors, the spell gives you knowledge of the area within 3 miles of you. In sewers and other underground settings, the radius is limited to 300 feet. The spell doesn't function where nature thrives or has reclaimed construction, such as in forests and ruins.

Choose three of the following facts; you learn those facts as they pertain to the spell's area:

- Locations of city districts and subdivisions
- Locations of portals to other planes of existence
- Location of one Challenge Rating 10+ creature (DM's choice) that is a Celestial, a Construct, a Fiend, a Humanoid, or an Undead
- The location of aether currents or active transit lines and tracks (you choose which to learn)
- Locations of bodies of water

For example, you could determine the location of a powerful Undead in the area, the location of major sources of aether, and the location of any nearby fountains.



FLAME BLADE

Evocation Cantrip (Artificer, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: S, M (a Melee weapon with which you have proficiency and that is worth 1+ SP)

Duration: Instantaneous

You make one attack with the weapon used in the spell's casting and cause green fire to leap from the target to another creature of your choice within 5 feet of the first target. The second target takes 1d8 Fire damage.

Cantrip Upgrade. The attack deals extra Fire damage to the first target when you reach level 5 (1d8). The damage to both targets increases when you reach levels 11 (2d8) and 17 (3d8).

ICE OVER

Level 3 Evocation (Artificer, Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

Frost forms on one target you touch. The target can be a creature, an object, or a body of water.

A creature targeted by this spell makes a Strength saving throw. On a failed save, the target takes 4d10 Cold damage and has the Restrained condition for 1 minute, or until it or a creature within 5 feet takes an action to break free. On a successful save, the target takes half as much damage only. If this damage reduces the target to 0 Hit Points, it is Stable and has the Petrified condition until the condition is ended by *Greater Restoration* or similar magic.

This spell freezes a body of water to a depth of 6 inches over an area 10 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice and have the Restrained condition. A trapped creature can take an action to break free.

An object targeted by this spell is covered in frost has no effect for 1 minute (it can't be used, deal damage, or confers a benefit). A creature touching the frosted object can take an action to remove the frost.

INVESTITURE OF FLAME

Level 6 Transmutation (Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Wispy flames wreath your body for the duration, shedding Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. Until the spell ends, you gain the following benefits:

Fire Shield. You have Immunity to Fire damage and Resistance to Cold damage.

Fiery Aura. Each creature that moves or ends its turn in a 5-foot Emanation originating from you takes 1d10 Fire damage.

Scorcher. A Magic action, you cause a Line of fire 15 feet long and 5 feet to extend from you in a direction you choose. Each creature in the Line makes a Dexterity saving throw, taking 4d8 Fire damage on a failed save, or half as much damage on a successful one.

LIGHTNING STRIDE

Level 3 Transmutation (Artificer, Ranger, Sorcerer, Wizard)

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Until the spell ends, your Speed increases by 20 feet and you don't provoke Opportunity Attacks. When you move within 5 feet of a creature, it takes 1d6 Lightning damage.

Using a Higher-Level Spell Slot. Your Speed increases by 5 feet and the damage increases by 1d6 for each spell slot level above 3.

MALFUNCTION

Level 3 Abjuration (Artificer, Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose one magic item you can see within range. If the target is a Common or Uncommon magic item, its magical properties don't work for the duration.

Using a Higher-Level Spell Slot. The spell can affect higher rarity magic items with a spell slot of level 5 (Rare), 7 (Very Rare) or 9 (Legendary).

MIDNIGHT OIL

Level 5 Abjuration (Artificer, Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a coffee bean)

Duration: 10 hours

Until the spell ends, you have Immunity to the Unconscious condition. You don't need to sleep and can retain consciousness during a Long Rest, and magic can't put you to sleep. The spell ends early if you are reduced to 0 Hit Points.

MIND ROT

Level 1 Enchantment (Bard, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a vial of ink)

Duration: Concentration, up to 1 minute.

One creature of your choice that you can see within range makes a Wisdom saving throw. On a failed save, the target has the Incapacitated condition for the duration. While Incapacitated, the target has Disadvantage on ability checks and saving throws made with Wisdom or Intelligence.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

PROTECTION FROM BALLISTICS

Level 3 Abjuration (Artificer, Cleric, Druid, Paladin, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

For the duration, the willing creature you touch has Resistance to one damage type of your choice: Bludgeoning, Piercing, or Slashing.

PYROTECHNICS

Level 2 Transmutation (Artificer, Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You extinguish fire that can fit in a 5-foot Cube within range, and create one of the following effects.

Fireworks. The target explodes with a dazzling display of colors. Each creature within 10 feet of the target must succeed on a Constitution saving throw or have the Blinded condition until the end of your next turn.

Smoke. A 20-foot radius Sphere of smoke spreads from the target. The Sphere is Heavily Obscured. It lasts for 1 minute or until a strong wind (such as one created by the *Gust of Wind* spell) disperses it.

RECONSTRUCTION

Level 5 Transmutation (Artificer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a wad of gum or sap, and a pinch of sand)

Duration: 1 minute

This spell repairs one broken manufactured object you touch. The object must be no larger than 20 feet in any dimension. The spell restores any missing pieces or parts, leaving no trace of the former damage. When the spell ends, the object returns to its broken form.

This spell can physically repair a magic item, but it can't restore magic to such an object.

Using a Higher-Level Spell Slot. The duration increases with a spell slot of level 6 (10 minutes), 7 (1 hour), 8 (24 hours), or 9 (until dispelled).

REMOTE ACCESS

Level 1 Transmutation (Artificer, Wizard)

Casting Time: Action

Range: Self (120-foot Emanation)

Components: V, S

Duration: 10 minutes

Until the spell ends, you can take a Magic action to activate a magic item that you can see within a 120-foot Emanation as though you were holding it. You can't activate an Artifact with this spell. If the magic item is being worn or carried by a creature, that creature can make a Wisdom saving throw, and if it succeeds, the magic item isn't activated.



REVERSE ENGINEER

Level 1 Divination (Artificer, Wizard)

Casting Time: 1 minute

Range: Touch

Components: S, M (a crystal lens)

Duration: Instantaneous

You touch a Medium or smaller object (contained within a 5-foot Cube) and memorize its construction.

When you craft the object while you have it memorized with this spell, the amount of time required to craft it is halved (see the *Free Rules* or *Player's Handbook* for how to craft equipment and the *Dungeon Master's Guide* for how to craft magic items).

You can't have more than one object memorized with this spell. If you cast this spell while you have an object memorized, it is forgotten and the new object is memorized.

RUSH OF INSPIRATION

Level 2 Divination (Artificer, Bard, Wizard)

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (a white pearl worth 100+ GP, which the spell consumes)

Duration: 1 hour

One creature you can see within range gains Heroic Inspiration. The Heroic Inspiration is lost if not expended before the spell ends.

SCORCHER

Level 2 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: Self (30-foot Line)

Components: V, S, M (a dragon's scale)

Duration: Instantaneous

A Line of fire 30 feet long and 5 feet wide extends from you in a direction you choose. Each creature in the Line must make a Dexterity saving throw, taking 3d8 Fire damage on a failed save, or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 2.

SUPPRESSION RAY

Level 2 Abjuration (Artificer, Cleric, Paladin, Wizard)

Casting Time: Action

Range: Self (15-foot Cone)

Components: V, S, M (a lantern)

Duration: Concentration, up to 1 minute

A 15-foot Cone of magic projects from you in a direction you choose for the duration. Each creature in the Cone when it appears must succeed on a Wisdom saving throw or have the Incapacitated condition until it leaves the Cone. A creature that starts its turn in the Cone must make the same save.

Any creature in the Cone must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

As a Bonus Action on your later turns, you can change the direction in which the Cone projects from you.

APPENDIX A

COSMOLOGY

THE WORLDS OF MAGIC: THE GATHERING ARE PART of an immense multiverse, a collection of planes each with their own unique histories and people. Almost every plane has a unique theme to explore, from the mythic odysseys of greek-inspired Theros, to the cyberpunk adventures of Japan-inspired Kamigawa. Some adventures only take place on a single plane, while other campaigns branch into the wider multiverse.

THE MULTIVERSE

The MAGIC multiverse is made up of different worlds and dimensions. They fall into the following categories:

Blind Eternities. The Blind Eternities is the void between planes. It is filled with the chaotic energies of aether and mana. The Edge is a plane that sits outside the rest of the multiverse and borders the Blind Eternities.

Planes. The distinct worlds of MAGIC are called planes, and are similar to the Material plane in other D&D cosmologies.

Realms. A MAGIC plane might have its own smaller worlds within it, called realms. Most planes have a mortal realm alongside a spirit realm or afterlife. Kaldheim is a plane with ten distinct realms.

Refractions. If a plane has multiple versions of itself, like a parallel universe, these are called refractions. Rabiah is a plane with 1,001 refractions. Refractions can help explain deviations from the MAGIC Story within your campaign.

PLANAR TRAVEL

When adventurers travel to other planes of existence, they undertake a legendary journey in which they might face supernatural guardians and undergo many ordeals. The nature of that journey and the trials along the way depend in part on the means of travel, such as portals or spells.

OMENPATHS

Omenpaths are portals that allow travel between the planes. They are a remnant the Phyrexian Invasion, wherein the forces of New Phyrexia invaded multiple planes. Omenpaths can vary in appearance, size, and stability. Some may even be mobile.

Traveling the omenpaths is the easiest way to move between planes, but it's far from simple. It requires careful planning and mapping of the omenpaths to prevent getting lost or stranded on an unknown plane.

OMENPATH CLASSIFICATIONS

The official Avishkari Omenpath Classification System is a simple, colloquial system that attempts to batch omenpaths into three recognizable categories:

Evergreen. Evergreen Omenpaths are stable portals that opened in the wake of the Phyrexian invasion and have not yet closed.

Deciduous. Though not permanent, Deciduous Omenpaths are considered stable in that they open and close on regular, predictable cycles.

Instanced. Instanced Omenpaths are any other Omenpaths, including those that have recently opened and are undergoing evaluations to determine their classification. They might be open for days or mere seconds.

KNOWN OMENPATHS

The locations and destinations of confirmed omenpaths, evergreen or deciduous, are listed in the tables below.

KNOWN EVERGREEN OMENPATHS

Destination 1	Destination 2
Amonkhet	Muraganda
Amonkhet	Ghirapur, Avishkar
Ghirapur, Avishkar	Muraganda
Eiganjo, Kamigawa	Tenth District, Ravnica

KNOWN DECIDUOUS OMENPATHS

Destination 1	Destination 2
Alacria	Ghirapur, Avishkar
Ghirapur, Avishkar	Valor's Reach, Kylem
Pachatupan Coast, Ixalan	Strixhaven, Arcavios
Omenport, Thunder Junction	Varies



PLANESWALKING

A planeswalker is a sentient, living creature that possesses a planeswalker spark, an imprint of aether on their soul. The chances of a creature being born a planeswalker is one in a million, and fewer still ever have their spark ignited, which occurs under strong stress or emotion.

A planeswalker with an ignited spark can cast the *Plane Shift* spell on itself once per day, without expending a spell slot and without spell components.

SPELLS AND MAGIC

Spells and magic items that allow access to other planes of existence often function differently in the MAGIC multiverse. See the "On Avishkar" description later in this section for details on how that magic functions on Avishkar.

PLANAR COMMUNICATION

The Izzet Guild from the plane of Ravnica has constructed interplanar communication relays that allow creatures to communicate across planes. See *A Guildmaster's Guide to Ravnica* for more information about Ravnica and the Izzet Guild.

PLANAR RELAY

While using a Planar Relay, a creature can take a Utilize action to speak a short message of 25 words or fewer into it and choose a destination relay on another plane. Any creature within 5 feet of the destination relay can hear the message. Typically, creatures who speak a language from one plane can't use it to communicate with creatures who speak a language of the same name from a different plane.

The Planar Relay Services table shows typical prices for using Planar Relays.

PLANAR RELAY SERVICES

Service	Cost
Communication	2 SP per word
Translation	2 CP per word

ON AVISHKAR

Planes and realms that might be relevant to an Avishkar adventure or campaign are described below.

THE BLIND ETERNITIES

The Blind Eternities are the void between planes, filled with chaotic energies of aether and mana. It acts as more of a doorway between planes, rather than a plane itself. It appears uniquely to every observer; some experience an endless space that feels like crushed velvet, others might see endlessly intricate layers of glass, curving and overlapping.

ASTRAL PROJECTION

A creature that isn't a planeswalker that casts *Astral Projection* can observe the Blind Eternities, but isn't physically there, and typically can't enter new planes.

INORGANICS ONLY

Though inorganic material can pass through the Blind Eternities safely, unprotected flesh vaporizes in seconds. Planeswalkers are the only living creatures that can traverse the Blind Eternities.

If a creature that isn't a planeswalker manages to access the Blind Eternities physically, they die and are disintegrated. The creature can only be revived by a *True Resurrection* or a *Wish* spell.

NAVIGATING THE BLIND ETERNITIES

A traveler in the Blind Eternities can move by simply thinking about moving, but distance has little meaning. In combat, though, a creature has a Fly Speed (in feet) equal to 5 times its Intelligence score and can hover.

DISCOVERING PLANES

A creature that explores the Blind Eternities can discover new planes; the experience of finding a new plane is as unique to each planeswalker as their perception of the Blind Eternities.

When a planeswalker casts *Plane Shift*, they typically leave an Aether Trail through the Blind Eternities. Another planeswalker that casts *Astral Projection* can follow this trail to find the destination plane.

THE AETHERSTREAM

Avishkar has its own Ethereal Plane, referred to as the Aetherstream. Magic items and aether-powered devices draw their energy from this plane.

From the Aetherstream, a traveler can see into Avishkar, but that plane appears grayish and indistinct, its colors blurring into each other and its edges turning fuzzy, limiting visibility to 30 feet. Conversely, the Aetherstream is usually imperceptible to those on Avishkar, except with the aid of magic.

Normally, creatures in the Aetherstream can't attack creatures on the overlapped plane, and vice versa. A traveler in the Aetherstream is imperceptible to someone on Avishkar, and solid objects on Avishkar plane don't hamper the movement of a creature in the Aetherstream. The exceptions are certain magical effects (including anything made of magical force) and living beings. The Aetherstream also disobeys the laws of gravity; a creature there can freely move in any direction.

ETHEREALNESS

Characters can use the *Etherealness* spell to enter the Aetherstream.

APPENDIX B

MAGIC ITEMS

THIS APPENDIX PROVIDES INFORMATION ON MAGIC items unique to Avishkar. See the *Dungeon Master's Guide* for how to use magic items.

MAGIC ITEM DESCRIPTIONS

Magic items are presented in alphabetical order.

AETHER BLASTER

Wondrous Item, Rare

This aether-powered firearm has 10 charges, and regains 1d10 expended charges daily at dawn. While holding it with two hands, you can expend 1 charge to make a ranged attack with it against a creature or object you can see within 120 feet. On a hit, the target takes 2d8 Lightning damage.

AETHER VIAL

Potion, Uncommon

When you drink this potion, you regain one expended spell slot of level 3 or lower.

Alternatively, you can take 1 minute to apply the contents of the vial to one magic item. The affected magic item regains 1 expended charge, provided it normally regains charges.

This potion's blue liquid glows and crackles with the energy of aether.

ANIMATION MODULE

Wondrous Item, Very Rare (Requires Attunement by a Creature with Intelligence 13+)

This complex device has many brass tubes and gears.

While touching the module, you can take 1 minute to cast either *Animate Objects* or *Summon Construct* from it. The spell is cast at level 5 (save DC 17, +9 attack bonus) and doesn't require Concentration, but you otherwise function as the spell's caster. Once you cast a spell from the module, this property can't be used again until the next dawn.

CHALICE OF THE VOID

Wondrous Item, Rare (Requires Attunement by a Spellcaster)

This goblet has 3 charges, and regains 1d3 expended charges daily at dawn. While holding it, you can expend 1 charge to cast *Counterspell* (save DC 15) from it.

CHAMPION'S HELM

Wondrous Item, Very Rare (Requires Attunement)

While you're wearing this masterpiece helm, it provides two benefits.

Defense. You gain a +2 bonus to AC.

Legendary Resistance. The helm has 3 charges, and regains 1d3 expended charges daily at dawn. If you fail a saving throw against a spell or harmful effect, you can take a Reaction to expend 1 charge and turn the failed save into a successful one. The helm crumbles into dust and is destroyed when its last charge is expended.



CHROMATIC LANTERN

Wondrous Item, Very Rare (Requires Attunement by a Spellcaster)

This hooded lantern is powered by aether, shedding Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. You can take a Utilize action to lower the hood, reducing the lantern's light to Dim Light in a 5-foot radius. The lantern has five faces, each shedding a different color of light based on the colors of mana: White, Blue, Black, Red, and Green.

Whenever you replace a spell on your prepared list with another spell while the lantern is on your person, you can choose the new spell from the Bard, Cleric, Druid, Warlock, or Wizard spell list.

DARK SCHEMATIC

Wondrous Item, Legendary

This blueprint contains the information necessary to create a **Demon of Avishkar** (see Appendix C for its stat block). To decipher and use the schematic, you must be a spellcaster with at least one 8th-level spell slot. A creature that can't use the dark schematic and attempts to read it takes 6d6 Psychic damage.

To create a demon, you must spend 100 days working without interruption with the schematic at hand and resting no more than 8 hours per day. You must also pay 100,000 GP to purchase supplies.

Once you finish creating the demon, the schematic is consumed in fiendish flames. The demon is Hostile to you, but it understands and obeys your spoken commands.

At the end of every 30 days, the demon makes a DC 19 Charisma saving throw. On a failed save, the demon continues to obey you. On a successful save, your control of the demon ends.

DECOCTION MODULE

Wondrous Item, Very Rare (Requires Attunement by a Creature with Intelligence 13+)

This complex device has many brass ampules and small burner.

While touching the module, you can take 1 minute to create one of the following potions: *Elixir of Health*, *Oil of Etherealness*, *Oil of Slipperiness*, *Potion of Greather Healing*, *Potion of Poison*, *Potion of Resistance*. Once you create a potion with the module, this property can't be used again until the next dawn.

EXTRAPLANAR LENS

Wondrous Item, Legendary (Requires Attunement)

While touching this crystal lens, you can cast *Scrying* (save DC 17) with it. When you cast the spell in this way, the target does not need to be on the same plane of existence as you.

FABRICATION MODULE

Wondrous Item, Very Rare (Requires Attunement by a Creature with Intelligence 13+)

This complex device has many brass gears and small kiln.

While touching the module, you can take 1 minute to cast either *Creation* or *Fabricate* from it. Once you cast a spell from the module, this property can't be used again until the next dawn.

INVENTOR'S GOGGLES

Wondrous Item, Common

These goggles fit over the eyes. While wearing them, you have Advantage on saving throws you make to avoid or end the Blinded condition. You can also see in a Heavily Obscured area as though you didn't have the Blinded condition, unless that area is in Darkness.

JETPACK

Wondrous Item, Uncommon (Requires Attunement)

This pack fits onto your back. It has 4 charges and regain 1d4 expended charges daily at dawn. While wearing the *jetpack*, you can take a Magic action to expend 1 charge, gaining a Fly Speed of 30 feet for 1 hour. If you are flying when the duration expires, you fall unless you have some other means of staying aloft.

ORNITHOPTER OF FLYING

Wondrous Item, Very Rare

You can this contraption to fly. The ornithopter has a Fly Speed of 30 feet, and it moves according to your directions while you are riding it.

The ornithopter is 8 feet long, has a 14-foot wingspan, weighs 25 pounds, and can carry up to 300 pounds.

SAGE DEVICE

Wondrous Item, Common

This handheld device is made of numerous brass dials, gears, and lenses. It can be used to record and store information.

Using the Device. The device has 10 charges. While holding it, you can take a Magic action to use it in the following ways.

Record Image. You can expend 1 charge to record the image of one creature, object, or location you can see.

Record Message. You can expend 1 charge to record a short message of 25 words or fewer.

Playback. You can cause the device to create a Tiny illusion in its space, recreating an image or message it has recorded. The illusion of an image can be seen through, and the illusion of a message is faint.

Delete. You can delete an image or message the device has recorded. The device regains 1 charge.

SCHEMATIC

Wondrous Item, Varies

Each magic item that isn't an Artifact has a *Schematic* that contains information on crafting the magic item. When you craft a magic using the crafting rules in the *Dungeon Master's Guide* and have the magic item's *Schematic* on hand, the amount of time required to craft it is halved.

A Common magic item's *Schematic* has a rarity of Common. A higher rarity magic item's *Schematic* is one rarity lower than the magic item itself. For example, the rarity of Very Rare magic item's *Schematic* is Rare.

SHOCK GAUNTLET

Wondrous Item, Uncommon (Requires Attunement)

This gauntlet has 6 charges, and regains 1d6 expended charges daily at dawn. While wearing it, you can expend 1 charge to cast *Shocking Grasp* (save DC 15) from it.

SHOULDER LAMP

Wondrous Item, Common

This device can be worn on the shoulder. While wearing it, you can take a Magic action to activate it. Until you take a Magic action to deactivate it, the device sheds Bright Light in a 15-foot Cone and Dim Light for an additional 15 feet.

SPIKED ARMOR

Armor (Any), Rare

While wearing this armor, a creature that hits you with a melee attack or starts its turn in a grapple with you takes 1d8 Piercing damage.

TORCH GAUNTLET

Wondrous Item, Uncommon (Requires Attunement)

This gauntlet has 6 charges, and regains 1d6 expended charges daily at dawn. While wearing it, you can expend no more than 3 charges to cast *Burning Hands* (save DC 15) from it. For 1 charge, you cast the level 1 version of the spell. You can increase the spell's level by 1 for each additional charge you expend.

UNDERHANDED RING

Ring, Common

This ring has a hidden needle and a compartment that can magically store up to 4 ounces of liquid. As a Magic action, you can administer the contents of the compartment, such as a dose of a poison, to one creature you touch.

The ring is nearly imperceptible while you wear it. Only a creature that takes a Study action to make a DC 15 Wisdom (Perception) check can see the ring.

VEDALKEN SHACKLES

Wondrous Item, Rare

You can take a Utilize action to place these shackles on a creature that has the Grappled, Incapacitated, or Restrained condition. The shackles adjust to fit a creature of Small to Large size. While shackled, the bound creature can't take the Attack or Magic action.

While the bound creature is within 60 feet of you, you can cast *Geas* (spell save DC 15) on the target from the shackles. Once this property of the shackles has been used, it can't be used again for 30 days.

You and any creature you designate when you use the shackles can take a Utilize action to remove them. Once every day, the bound creature can make a DC 20 Strength (Athletics) check. On a successful check, the creature breaks free and destroys the shackles.

APPENDIX C

MONSTERS

THIS APPENDIX PROVIDES STAT BLOCKS FOR monsters that can be found on Avishkar. See the *Monster Manual* for how to read a monster entry. The monsters are presented in alphabetical order.

ANGEL OF AVISHKAR

Enforcers of Balance

Habitat: Any; **Treasure:** Relics

Angels are mysterious, detached beings seldom glimpsed by mortal eyes. They are the living incarnations of white mana, and embody its inherent tendencies toward order and harmony. Their masks, headdresses, and armor give them an almost mechanical appearance, but they are living beings with brightly colored skin almost entirely concealed beneath their armor and decorative robes.

The people of Avishkar do not worship angels or beseech their intervention in mortal affairs, and such prayers would go unheard anyway. The solitary angels interact with each other only in formal, nuanced rituals whose meanings are obscure. But the sight of an angel is thought to be a good omen, and in particular, it is believed to presage success with invention.

ANGEL OF AVISHKAR

Medium Celestial, Lawful Neutral

AC 17 **Initiative** +4 (14)

HP 229 (27d8 + 108)

Speed 30 ft., Fly 90 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	18	+4	+4	CON	18	+4	+4
INT	17	+3	+3	WIS	20	+5	+9	CHA	20	+5	+9

Skills Insight +9, Perception +9

Resistances Radiant

Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 120 ft., Passive Perception 19

Languages Celestial; telepathy 120 ft.

CR 10 (XP 5,900; PB +4)

TRAITS

Leyline Restoration. If the angel dies on Avishkar, it reforms near one of the plane's leylines of white mana, reviving with all its Hit Points.

Magic Resistance. The angel has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The angel makes four Holy Sword attacks.

Holy Sword. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage plus 5 (1d8) Radiant damage.

Spellcasting. The angel casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Beacon of Hope, Detect Evil and Good*
1/Day Each: *Raise Dead*

BONUS ACTIONS

Divine Aid (2/Day). The angel casts *Cure Wounds*, *Lesser Restoration*, or *Remove Curse*, using the same spellcasting ability as Spellcasting.



DEMON OF AVISHKAR

Medium Fiend (Demon), Lawful Evil

AC 18

Initiative +7 (17)

HP 178 (21d8 + 84)

Speed 30 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	18	+4 +4	DEX	16	+3 +7	CON	19	+4 +8
INT	14	+2 +2	WIS	14	+2 +2	CHA	18	+4 +8

Skills Perception +6, Persuasion +8

Resistances Necrotic

Immunities Fire, Poison; Poisoned

Senses Truesight 120 ft., Passive Perception 16

Languages Abyssal; telepathy 120 ft.

CR 12 (XP 8,400; PB +4)

TRAITS

Disintegration. If the demon dies, it disintegrates into dust, leaving behind anything it was wearing or carrying.

Magic Resistance. The demon has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The demon makes three attacks, using Withering Sword or Necrotic Burst in any combination.

Withering Sword. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 9 (1d10 + 4) Slashing damage plus 13 (3d8) Necrotic damage.

Necrotic Burst. *Ranged Attack Roll:* +7, range 150 ft. *Hit:* 21 (4d8 + 3) Necrotic damage.

REACTIONS

Parry. *Trigger:* The demon is hit by a melee attack roll while holding a weapon. *Response:* The demon adds 4 to its AC against that attack, possibly causing the attack to miss.

DEMON OF AVISHKAR

Enemies of Progress

Habitat: Any; **Treasure:** Armaments

Demons are artificial creatures, carefully constructed and imbued with aether according to a pattern called the Dark Schematic. Unknown artificers of the ancient past devised this blueprint—perhaps in an attempt to imitate the angels, or possibly to replicate native demons that have since been hunted to extinction. Just as angels embody white mana and the construction phase of the Aether Cycle, demons are ravenous incarnations of black mana that feast on aether. They raid night markets, pillage airships, and break into refinement plants seeking aether to slake their thirst, causing as much destruction as possible in the process. They can thus be imagined as an embodiment of the reclamation stage of the Aether Cycle.

Artificers execute the Dark Schematic only in great desperation, often in the course of seeking power for themselves or revenge against their enemies. The destructive might of demons is hard to control, though, and these creatures have no particular regard for or gratitude toward their creators. As often as not, even an inventor who performs the steps necessary to create a demon with the utmost care suffers the same dismal fate as all its other victims.

Demons resemble angels on a superficial level, wearing ornate masks and headdresses, and often armored. The aether a demon consumes marks its skin with whorls of fiery red, deep purple, or searing yellow.

CAT DRAGON

LUCAS GRACIANO

Dragons of Stealth and the Hunt

Habitat: Hill, Mountain, Urban; **Treasure:** Any

Dragons are the apex predators of the skies. They are usually found in rural areas, avoiding the crowds of air ships and thopters found above urban cities. They are ambush hunters, waiting for prey to come into view and descending upon it with speed.

Avishkari dragons resemble a cross between a lizard and a tiger, with powerful feline bodies covered in striped fur, reptilian heads crowned with long horns, and enormous leathery wings that propel them through the sky at tremendous speed. Their chests are adorned with elaborate patterns resembling fine filigree.

CAT DRAGON LAIRS

Cat dragons establish feeding grounds around mountains and hilltops, waiting patiently for prey to enter the area.

The region containing a cat dragon's lair is warped by its presence, creating the following effects:

Burning Heat. The area within 1 mile of the lair is an area of extreme heat. A burning creature or object takes an additional 1d4 Fire damage at the start of each of its turns.

Fiery Senses. The dragon can hear up to 30 feet through any open flame within 1 mile of the lair.

If the cat dragon is destroyed or moves its lair elsewhere, these effects end immediately.



CAT DRAGON

Huge Dragon, Chaotic Evil

AC 19 **Initiative** +12 (22)

HP 256 (19d12 + 133)

Speed 40 ft., Climb 40 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	27	+8 +8	DEX	22	+6 +6	CON	25	+7 +7
INT	16	+3 +3	WIS	13	+1 +7	CHA	10	+0 +6

Skills Perception +13, Stealth +12

Immunities Fire

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 23

Languages Draconic

CR 17 (XP 18,000; PB +6)

TRAITS

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Flame Blast.

Rend. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 13 (1d10 + 8) Slashing damage plus 5 (2d4) Fire damage.

Flame Blast. *Dexterity Saving Throw:* DC 21, each creature in a 60-foot Cone. *Failure:* 7 (2d6) Fire damage. *Success:* Half damage.

Fiery Bite (Recharge 4–6). *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 13 (1d10 + 8) Piercing plus 59 (17d6) Fire damage.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, The dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Roar. *Wisdom Saving Throw:* DC 20, each creature within 30 feet. *Failure:* The target has the Frightened condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically. *Success:* The target is immune to this dragon's Roar for 24 hours. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Breathe Fire. The dragon uses Flame Blast. The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.



DRAKE

Large Beast, Unaligned

AC 13

Initiative +2 (12)

HP 26 (4d10 + 4)

Speed 10 ft., Fly 80 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	16	+3 +3	DEX	17	+3 +3	CON	13	+1 +1
INT	2	-4 -4	WIS	14	+2 +2	CHA	5	-3 -3

Skills Perception +6

Senses Passive Perception 16

Languages None

CR 1 (XP 200; PB +2)

TRAITS

Flyby. The drake doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

ACTIONS

Multiattack. The drake makes two Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (2d4 + 3) Piercing damage.

DRAKE

Draconic Skirmishers

Habitat: Hill, Mountain; **Treasure:** None

Drakes are skittish, opportunistic predators that hunt the skies of Avishkar in units called rushes, made up of as many as a dozen drakes. Though they prey mostly on birds, they can also be seen clinging to the hides of leviathans and whales, picking off winged leeches and other parasites and scavengers that attach themselves to the huge sky beasts. Occasionally, a rush of drakes will descend on a herd of mountain goats or other game found at high elevations.

Drakes have reptilian bodies and large, leathery wings. They use the sharp claws on their two legs to cling to rocky crags, whales, or leviathans, as well as to grasp and tear at larger prey. Drakes are highly territorial, and have been known to attack airships from time to time. A drake is intelligent enough to recognize specific airships that have killed other members of its rush, and drake harassment often forces such ships to find new routes to avoid a rush's territory.

FELIDAR

Devoted Allies of Peace and Order

Habitat: Any; **Treasure:** Any

A felidar resembles a large cat with a pair of crystalline horns. Its blue-gray hide has a silvery, geometric pattern similar to the flow of aether currents. Their horns glow with white or golden light when they spring into battle, sometimes brightly enough to blind their foes.

Felidars are noble, fierce beasts charged with white mana. Their nature reflects an inherent devotion to law and order. Nearly every felidar forms a close lifelong bond with one other creature the felidar deems worthy. Roll on or choose a result from the Felidar Bonds table to inspire who the felidar is bonded to.

FELIDAR BONDS

1d4 The Felidar is Bonded To...

- 1 A respected and noble political leader.
- 2 A dedicated city guardsman.
- 3 A reformed criminal seeking redemption.
- 4 The inventor of a powerful magic item.



JAKUB KASPER

FELIDAR

Large Celestial, Unaligned

AC 13

HP 93 (11d10 + 33)

Speed 40 ft.

Initiative +2 (12)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	16	+3	+3	CON	17	+3	+3
INT	11	+0	+0	WIS	17	+3	+3	CHA	14	+2	+5

Immunities Poison; Charmed, Paralyzed, Poisoned

Skills Insight +6, Perception +6

Senses Truesight 120 ft., Passive Perception 16

Languages Celestial

CR 5 (XP 1,800; PB +3)

TRAITS

Bonded Connection. While the felidar and its bond are on the same plane of existence, they can communicate telepathically, and either can take a Magic action to perceive through the other's senses until the start of its next turn.

Legendary Resistance (3/Day). If the felidar fails a saving throw, it can choose to succeed instead.

Magic Resistance. The felidar has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The felidar makes one Rend attack and uses Radiant Horns.

Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Slashing damage.

Radiant Horns. *Constitution Saving Throw:* DC 14, one creature within 10 feet. *Failure:* 7 (1d6 + 4) Radiant damage, and the target has the Blinded condition.

Spellcasting. The felidar casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14):

At Will: *Detect Evil and Good, Light, Thaumaturgy*
1/Day Each: *Calm Emotions, Daylight, Dispel Evil and Good*

BONUS ACTIONS

Felidar's Blessing (3/Day). The felidar touches another creature with its horns and casts *Cure Wounds* or *Lesser Restoration* on that creature, using the same spellcasting ability as Spellcasting.

LEGENDARY ACTIONS

Legendary Action Uses: 3. *Immediately after another creature's turn, The felidar can expend a use to take one of the following actions. The felidar regains all expended uses at the start of each of its turns.*

Charging Horn. The felidar moves up to half its Speed without provoking Opportunity Attacks, and it use Radiant Horns.

Shimmering Shield. The felidar targets itself or one creature it can see within 60 feet of itself. The target gains 10 (3d6) Temporary Hit Points, and it gains a +2 bonus to AC until the end of the felidar's next turn. The felidar can't take this action again until the start of its next turn.

GIANT OF AVISHKAR

Huge Giant, Neutral

AC 17

HP 126 (11d12 + 55)

Speed 40 ft.

Initiative +5 (15)

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	23	+6	+6	DEX	15	+2	+5	CON	20	+5	+8												
INT	10	+0	+0	WIS	12	+1	+4	CHA	9	-1	-1												

Skills Athletics +12, Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Giant

CR 7 (XP 2,900; PB +3)

TRAITS

Siege Monster. The giant deals double damage to objects and structures.

ACTIONS

Multiattack. The giant makes two attacks, using Slam or Rock in any combination.

Slam. *Melee Attack Roll:* +9, reach 15 ft. *Hit:* 22 (3d10 + 6) Bludgeoning damage.

Rock. *Ranged Attack Roll:* +9, range 60/240 ft. *Hit:* 15 (2d8 + 6) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

Fling. *Dexterity Saving Throw:* DC 17, one Medium or smaller creature the giant can see within 10 feet. *Failure:* The target is thrown to an unoccupied space the giant can see within 60 feet of itself that isn't in the air. The target takes 21 (6d6) Bludgeoning damage and has the Prone condition.

REACTIONS

Catch Missile. *Trigger:* The giant is hit by a ranged attack roll and takes Bludgeoning, Piercing, or Slashing damage from it. *Response:* The giant reduces the damage it takes from the attack by 11 (1d10 + 6).

GIANT OF AVISHKAR

Giants of Migration and Persistence

Habitat: Any; **Treasure:** Armaments

Standing twenty to thirty feet tall, giants are towering bipedal creatures that follow the flow of aether on regular migratory routes. Once they start moving, they build both momentum and a single-mindedness that makes them nearly impossible to stop. Anything in their path, whether it's a building or a force of soldiers, is crushed without thought.

Giants eat whatever they happen across in the course of their migrations, which includes many other creatures drawn to the aether flow. They are beings of pure aggressive instinct, but without a hint of malice. In all likelihood, giants aren't intelligent enough to wish harm on anyone or anything. Still, the combination of their regular migrations and their sheer destructive power makes these creatures a menace.

Any structure built along one of their migratory paths is sure to be destroyed unless special accommodations are made. The zone of Giant's Walk in Ghirapur was designed by the city's engineers and edificers to include such accommodations, including rotating platforms, shifting bridges, and adjustable canal locks that provide the giants a clear and easy pathway during their biannual migration through the city.



GREMLIN

Destructive Aether-Feeders

Habitat: Urban; **Treasure:** Implements

Gremlins are tenacious scavengers with an insatiable appetite for aether. They are drawn to places with abundant supplies of aether, including laboratories and workshops, where they can destroy months of careful work in a matter of hours. A small infestation of gremlins can easily end an inventor's career—and in sufficient numbers, these creatures could obliterate the aether infrastructure of a city like Ghirapur. Although the Consulate has extensive programs to prevent and control gremlin infestations, it often seems as though the city of wonders is just one gremlin away from a large-scale blackout and complete shutdown.

Gremlins are small, hairless creatures with six legs and long snouts. Each leg is tipped with hard, dense claws that are perfect for slicing and shredding through rock and wood in natural environments—as well as metal and machinery in more urban areas. Gremlins can also use their claws to climb, to widen holes and tunnels, and to pull themselves through cramped spaces.

GREMLIN

Small Beast, Unaligned

AC 11

HP 27 (5d8 + 5)

Speed 40 ft.

Initiative +1 (11)

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	12	+1	+1	DEX	13	+1	+1	CON	13	+1	+1	INT	3	−4	−4	WIS	13	+1	+1	CHA	6	−2	−2

Senses Darkvision 60 ft., Passive Perception 11

Languages None

CR 1/2 (XP 100; PB +2)

TRAITS

Aether Scent. The gremlin can pinpoint the location of aether and magic items within 30 feet of itself.

Siege Monster. The gremlin deals double damage to objects and structures.

ACTIONS

Claws. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Slashing damage.

Siphon. The gremlin touches a magic item and suppresses its magical properties until the end of the gremlin's next turn. *Dexterity Saving Throw:* DC 11, one creature holding the magic item. *Success:* The magic item isn't affected.

HELLION

Huge Monstrosity, Unaligned

AC 17 **Initiative** +1 (11)

HP 195 (17d12 + 85)

Speed 30 ft., Burrow 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	24	+7	+7	DEX	13	+1	+1	CON	21	+5	+5
INT	4	-3	-3	WIS	10	+0	+0	CHA	5	-3	-3

Senses Tremorsense 60 ft., Passive Perception 10

Languages None

CR 11 (XP 7,200; PB +4)

TRAITS

Tunneler. The hellion can burrow through solid rock at half its Burrow Speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Bite. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 45 (7d10 + 7) Piercing damage, and the target has the Grappled condition (escape DC 17). While Grappled, the target has the Restrained condition.

BONUS ACTIONS

Swallow. *Strength Saving Throw:* DC 17, one Large or smaller creature Grappled by the hellion (it can have up to two creatures swallowed at a time). *Failure:* The target is swallowed. A swallowed creature has the Blinded and Restrained conditions, has Total Cover against attacks and other effects outside the hellion, and takes 21 (6d6) Acid damage at the start of each of the hellion's turns.

If the hellion takes 30 or more damage on a single turn from a swallowed creature, it must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 10 feet of the hellion and has the Prone condition. If the hellion dies, each swallowed creature is similarly regurgitated.

HELLION

Subterranean Arthropods

Habitat: Mountain; **Treasure:** None

Hellions appear similar to wurms, though the two creatures are unrelated. A hellion has a long, segmented body like that of a centipede, with innumerable short legs that propel it above or below ground. Its huge, toothy maw is surrounded by anywhere from six to twelve long appendages resembling clawed fingers, which it uses to grasp and pull prey to its mouth. Hellions are found in mountainous areas, where they burst up from the rocky ground to ambush their prey.



CHRIS RAHN

HYDRA

Multiheaded Serpents

Habitat: Forest, Swamp; **Treasure:** Any

Hydras are giant lizards resembling iguanas, with multiple heads set atop long, snakelike necks. Aether traces whorling patterns through their scales, shapes the crests running down their necks and tails, and glows blue within the skin under their chins. Most hydras have five or six heads, but small hydras with as few as three heads—as well as enormous specimens with eight or more—have been seen in the deep forests far from Ghirapur.

Hydras are fierce predators, favoring prey that has absorbed large quantities of aether from the environment. This taste for aether also leads them to devour aether-powered machines whenever they encounter such devices, from thopters to automatons. In the remote wilderness near Peema where hydras are plentiful, such altercations are rarely an issue. But in the rare event of a hydra coming too close to civilization—or even wandering into one of Ghirapur's greenbelts—they can cause widespread destruction in their hunt for aether.

HYDRA

Huge Monstrosity, Unaligned

AC 15

Initiative +4 (14)

HP 184 (16d12 + 80)

Speed 40 ft.

MOD SAVE				MOD SAVE				MOD SAVE			
STR	20	+5	+5	DEX	12	+1	+1	CON	20	+5	+5
INT	2	-4	-4	WIS	10	+0	+0	CHA	7	-2	-2

Skills Perception +6

Immunities Blinded, Charmed, Deafened, Frightened, Stunned, Unconscious

Senses Darkvision 60 ft., Passive Perception 16

Languages None

CR 8 (XP 3,900; PB +3)

TRAITS

Aether Scent. The hydra can pinpoint the location of aether and magic items within 30 feet of itself.

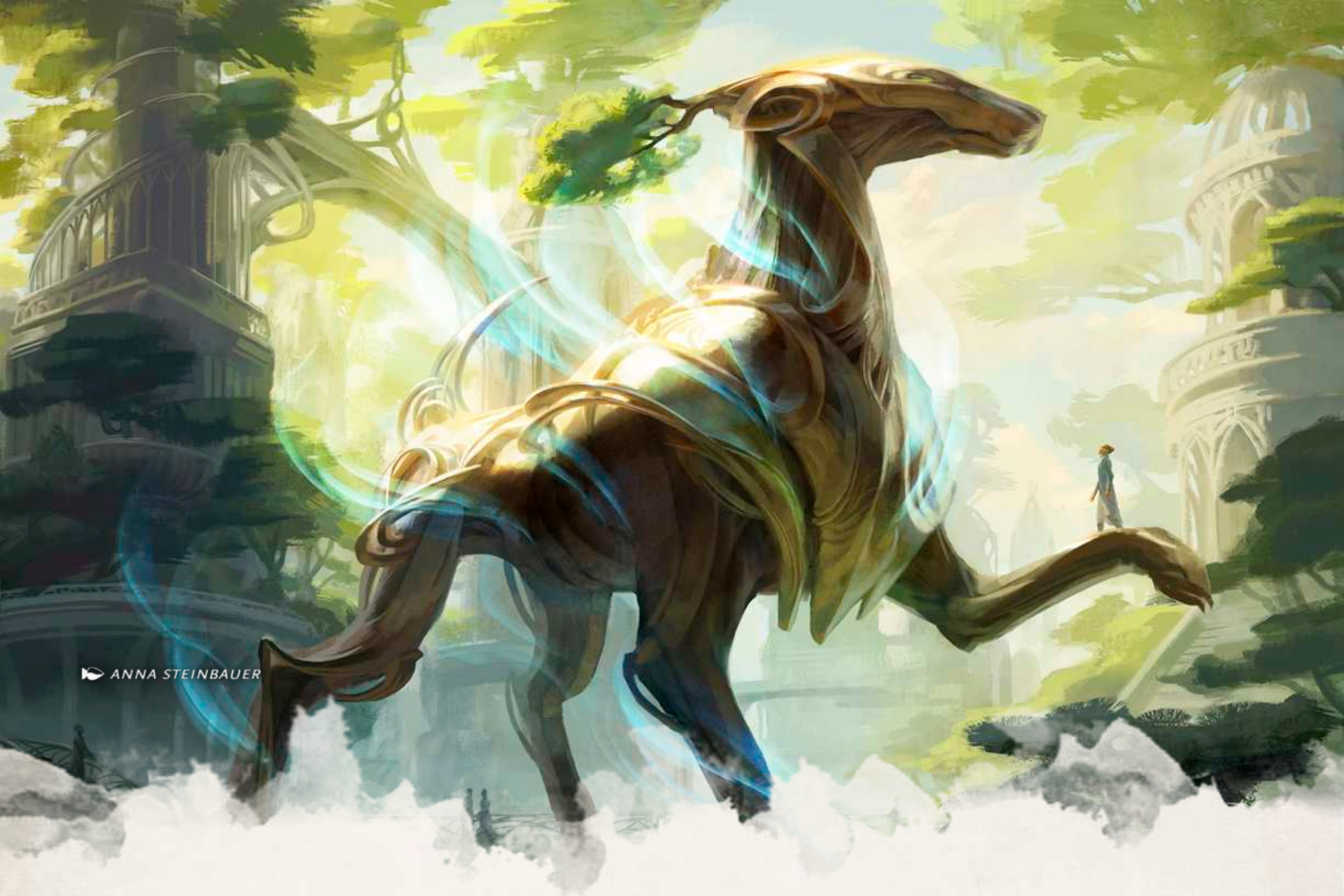
Multiple Heads. The hydra has five heads. Whenever the hydra takes 25 damage or more on a single turn, one of its heads dies. The hydra dies if all its heads are dead. At the end of each of its turns when it has at least one living head, the hydra grows two heads for each of its heads that died since its last turn, unless it has taken Fire damage since its last turn. The hydra regains 20 Hit Points when it grows new heads.

Reactive Heads. For each head the hydra has beyond one, it gets an extra Reaction that can be used only for Opportunity Attacks.

ACTIONS

Multiattack. The hydra makes as many Bite attacks as it has heads in the Multiple Heads trait.

Bite. Melee Attack Roll: +8, reach 10 ft. Hit: 10 (1d10 + 5) Piercing damage.



LIFECRAFT CREATURES

Artifice that Imitates Life

Habitat: Urban; **Treasure:** Any

Many inventors—particularly elves, but members of the other races as well—view nature as the greatest artificer and strive to imitate it as closely as possible. The Greenwheel Lifecrafters are an inventor society dedicated to this kind of work, and they are responsible for coining the term "lifecrafting" to describe it. Lifecraft creatures are automatons that mimic the forms of natural animals in intricate detail. More than merely artistic endeavors, these creatures often serve practical purposes, just as domesticated animals would. A lifecraft elephant hauling a cart or carrying passengers through the streets of Ghrapur is just as effective in that work as a natural elephant, but it can't be spooked and it leaves no messy waste in its path.

The work of elf lifecrafters is particularly notable. Like most elf inventions, it incorporates living wood and foliage into its design, creating striking hybrids of plant life and animal form united as a perfect aesthetic whole.

LIFECRAFT CREATURE STATISTICS

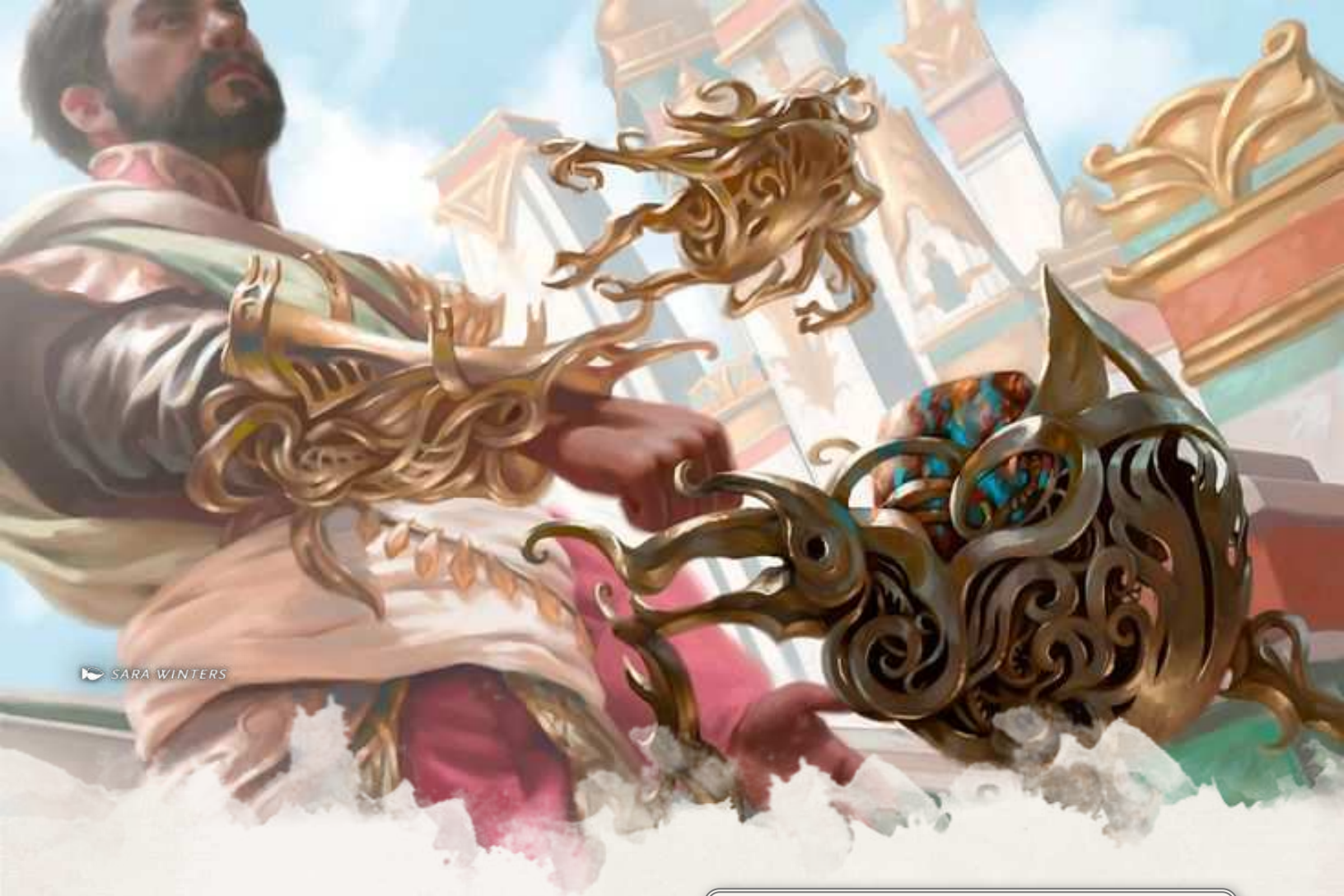
Inventors can create lifecraft versions of virtually any creature. A lifecraft version of a creature has the following changes to its stat block:

Creature Type. The creature's creature type is Construct.

Immunities. The creature has Immunity to Poison and Psychic damage and to the Charmed, Exhaustion, and Poisoned conditions.

Immutable Form. The creature can't shape-shift.

The creature's other statistics are typically unchanged.



SARA WINTERS

SERVO

Artificial Familiars

Habitat: Urban; **Treasure:** None

Servos are tiny constructs that function as personal assistants. They are often seen perched on the shoulders of their inventors, acting as a fashion statement as well as a useful extra hand. Servos are small enough to be grasped in one hand, with tiny gears providing impressive motive force from a small aether supply. They rarely stray far from their inventor-masters, but they can be sent to carry messages or perform similar tasks.

SERVO FAMILIARS

A servo can serve as a familiar to a character with the Servo Crafting feat (see chapter 4)

SERVO

Tiny Construct, Neutral

AC 11

HP 10 (3d4 + 3)

Speed 30 ft.

Initiative +0 (10)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	4	-3	-3	DEX	11	+0	+0	CON	12	+1	+1
INT	3	-4	-4	WIS	10	+0	+0	CHA	7	-2	-2

Immunities Poison, Psychic; Charmed, Exhaustion, Frightened, Poisoned

Senses Blindsight 30 ft., Passive Perception 10

Languages None

CR 0 (XP 10; PB +2)

TRAITS

Remote Connection. While the servo and its inventor master are on the same plane of existence, the inventor can communicate with the servo telepathically, and the inventor can perceive through the servo's senses.

ACTIONS

Slam. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Bludgeoning damage.



SKY LEVIATHAN

Gargantuan Monstrosity, Unaligned

AC 14 **Initiative** -2 (8)

HP 247 (15d20 + 90)

Speed 0 ft., Fly 50 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	28	+9 +9	DEX	7	-2 -2	CON	22	+6 +10
INT	1	-5 -5	WIS	8	-1 +3	CHA	4	-3 -3

Senses Passive Perception 9

Languages None

CR 10 (XP 5,900; PB +4)

ACTIONS

Bite. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 22 (3d8 + 9) Piercing damage, and the target is Grappled (escape DC 18).

BONUS ACTIONS

Swallow. *Strength Saving Throw:* DC 18, one Large or smaller creature Grappled by the leviathan (it can have up to six creatures swallowed at a time). *Failure:* The target is swallowed. A swallowed creature has the Blinded and Restrained conditions, has Total Cover against attacks and other effects outside the leviathan, and takes 21 (6d6) Acid damage at the start of each of the leviathan's turns.

If the leviathan takes 30 or more damage on a single turn from a swallowed creature, it must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 10 feet of the leviathan and has the Prone condition. If the leviathan dies, each swallowed creature is similarly regurgitated.

SKY LEVIATHAN

Apex Predators of the Skies

Habitat: Any; **Treasure:** None

Sky leviathans are enormous serpents that fly through the aethersphere, with ancient specimens growing to be over 80 feet in length. Sky leviathans are perpetually hungry, and feed on drakes and airships just as readily as they do on smaller flying creatures. Along with dragons, leviathans are the primary reason that aether-mining airships carry enormous harpoons.



SKY WHALE

Peaceful Sky-Swimmers

Habitat: Any; **Treasure:** None

The aethersphere is home to its own ecosystem. Tiny organisms float in the aether currents, deriving all their energy from it and serving as food for sky whales. Sky whales are generally docile filter-feeders that avoid confrontations with airships and flying predators whenever possible. They are not hostile by nature, though they can cause devastating sparks or destructive storms as they move through the aether flows.

SKY WHALE LAIRS

Sky whales establish feeding grounds around aether currents high in the sky. As it travels through the aether, it releases energy as lightning storms.

The region containing a sky whale's lair is warped by its presence, creating the following effects:

Aether Storm. The area within 1 mile of the lair is Lightly Obscured by rain. Creatures in the area have Disadvantage on all Wisdom (Perception) checks, and the rain also extinguishes open flames.

Call Lightning. While in its lair, the sky whale can cast *Call Lightning*, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 11).

If the sky whale is destroyed or moves its lair elsewhere, these effects end immediately.

SKY WHALE

Huge Beast, Unaligned

AC 14

Initiative -1 (9)

HP 85 (9d12 + 27)

Speed 0 ft., Fly 50 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+5	DEX	9	-1	-1	CON	17	+3	+3
INT	2	-4	-4	WIS	10	+0	+0	CHA	7	-2	-2

Senses Passive Perception 10

Languages None

CR 5 (XP 1,800; PB +3)

TRAITS

Storm Aura. At the end of each of the whale's turns, each creature in a 15-foot Emanation originating from the whale takes 7 (2d6) Lightning damage.

ACTIONS

Multiattack. The whale makes two Tail attacks.

Tail. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 14 (2d8 + 5) Bludgeoning damage, and the target has the Prone condition if it is Large or smaller.



THOPTER

Small Construct, Unaligned

AC 12

Initiative +2 (12)

HP 9 (2d6 + 2)

Speed 0 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	6	−2 −2	DEX	15	+2 +2	CON	13	+1 +1
INT	3	−4 −4	WIS	14	+2 +2	CHA	5	−3 −3

Skills Perception +4, Stealth +4

Immunities Poison, Psychic; Charmed, Exhaustion, Poisoned

Senses Blindsight 60 ft., Passive Perception 14

Languages Understands Common but can't speak

CR 1/8 (XP 25; PB +2)

TRAITS

Integrated Weapon. The thopter has an integrated weapon that deals one of the following damage type (chosen by the DM): Bludgeoning, Piercing, or Slashing. This choice affects other aspects of the stat block.

Pack Tactics. The thopter has Advantage on attack rolls against a creature if at least one of the thopter's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Integrated Weapon. *Melee Attack Roll:* +4, reach 5 ft.
Hit: 4 (1d4 + 2) damage of the type chosen for the Integrated Weapon trait.

THOPTER

Aerial Aetherwork Assistants

Habitat: Urban; **Treasure:** None

Thopters are small flying automatons. They are ubiquitous in Ghirapur and other settlements, where they carry messages like carrier pigeons, hunt gremlins like trained hawks, race each other in friendly and not-so-friendly competitions—and serve as remote viewing devices for Consulate authorities and crime lords alike. Thopters range from the size of pigeons to the size of eagles, with extremely intricate gearwork usually partly visible beneath glass orbs and filigree.

Each thopter can have a unique mode of flight. Roll on or choose a result from the Thopter Flight Methods table to inspire a thopter's appearance and how it flies.

THOPTER FLIGHT METHODS

1d4 The Thopter Flies Using...

- 1 Four insectoid wing membranes.
- 2 Propulsion rocket jets.
- 3 Two bird-like mechanical wings.
- 4 Whirling helicopter blades.



WURM

Legendary Aether-Pattern Tunnelers

Habitat: Forest, Grassland, Mountain; **Treasure:** None

Wurms are enormous, legless creatures that burrow under the forests, mountains, and plains of Avishkar, and which can exceed fifty feet in length when fully grown. A worm devours everything in its path—flora, fauna, and inanimate objects alike—with a gaping maw containing multiple rings of sharp teeth and grinding plates.

Both the colored scales of a worm's skin and the winding patterns of its tunnels mimic the flow of aether through the sky. Some elf aether-seers believe that these tunnels reveal a deep connection between worms and aether, and they explore worm burrows in the hope of developing a similar connection. Those who return are said to gain insights that they find difficult to express to others. Roll on or choose a result from the Wurm Insights table to inspire what sort of mysteries exploring a worm tunnel reveals.

WURM INSIGHTS

1d4 Exploring a Wurm's Tunnels Reveals...

- | | |
|---|---|
| 1 | A vision of a possible future event. |
| 2 | A secret about an important leader. |
| 3 | The locatiton of an ancient treasure. |
| 4 | The schematic to a powerful magic item. |

WURM

Gargantuan Monstrosity, Unaligned

AC 18 **Initiative** −2 (8)

HP 247 (15d20 + 90)

Speed 40 ft., Burrow 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	28	+11 +11	DEX	7	−2 −2	CON	22	+6 +11
INT	1	−5 −5	WIS	8	−1 +4	CHA	4	−3 −3

Senses Blindsight 30 ft., Tremorsense 60 ft., Passive Perception 9

Languages None

CR 15 (XP 13,000; PB +5)

ACTIONS

Multiattack. The worm makes one Bite attack and one Tail attack.

Bite. *Melee Attack Roll:* +14, reach 5 ft. *Hit:* 22 (3d8 + 9) Piercing damage, and the target has the Grappled condition (escape DC 19).

Tail Swipe. *Dexterity Saving Throw:* DC 19, each creature in a 15-foot Cone. *Hit:* 28 (3d12 + 9) Bludgeoning damage, and the target has the Prone condition if it is Huge or smaller.

BONUS ACTIONS

Swallow. *Strength Saving Throw:* DC 19, one Large or smaller creature Grappled by the worm (it can have up to six creatures swallowed at a time). *Failure:* The target is swallowed. A swallowed creature has the Blinded and Restrained conditions, has Total Cover against attacks and other effects outside the worm, and takes 21 (6d6) Acid damage at the start of each of the worm's turns.

If the worm takes 30 or more damage on a single turn from a swallowed creature, it must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 10 feet of the worm and has the Prone condition. If the worm dies, each swallowed creature is similarly regurgitated.

INVENT YOUR TOMMORROW

Huge thank you to all of my supporters and my personal play group, and to James Wyatt for his work on the original *Plane Shift* supplements.

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